

FIG.2

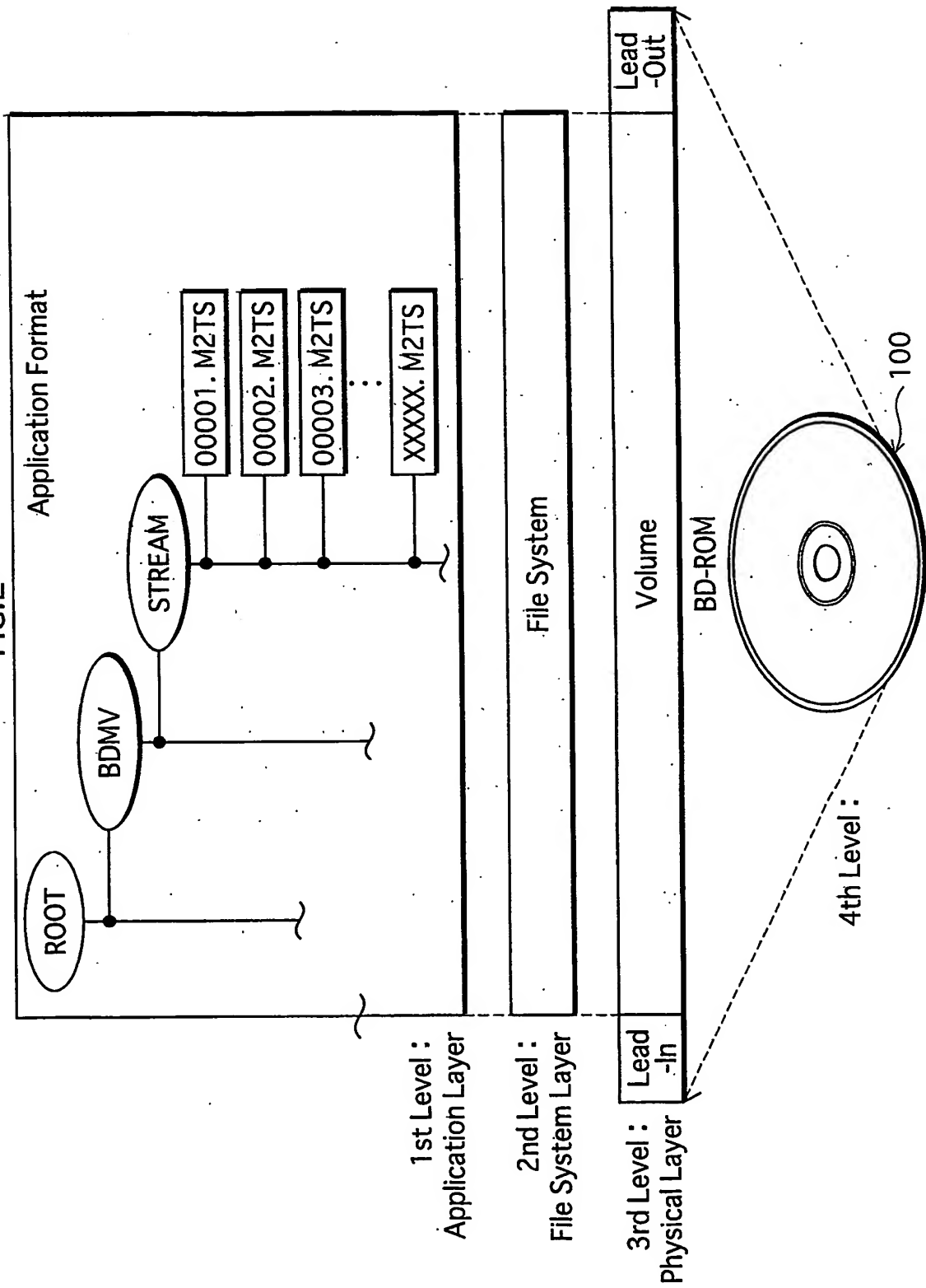


FIG.3

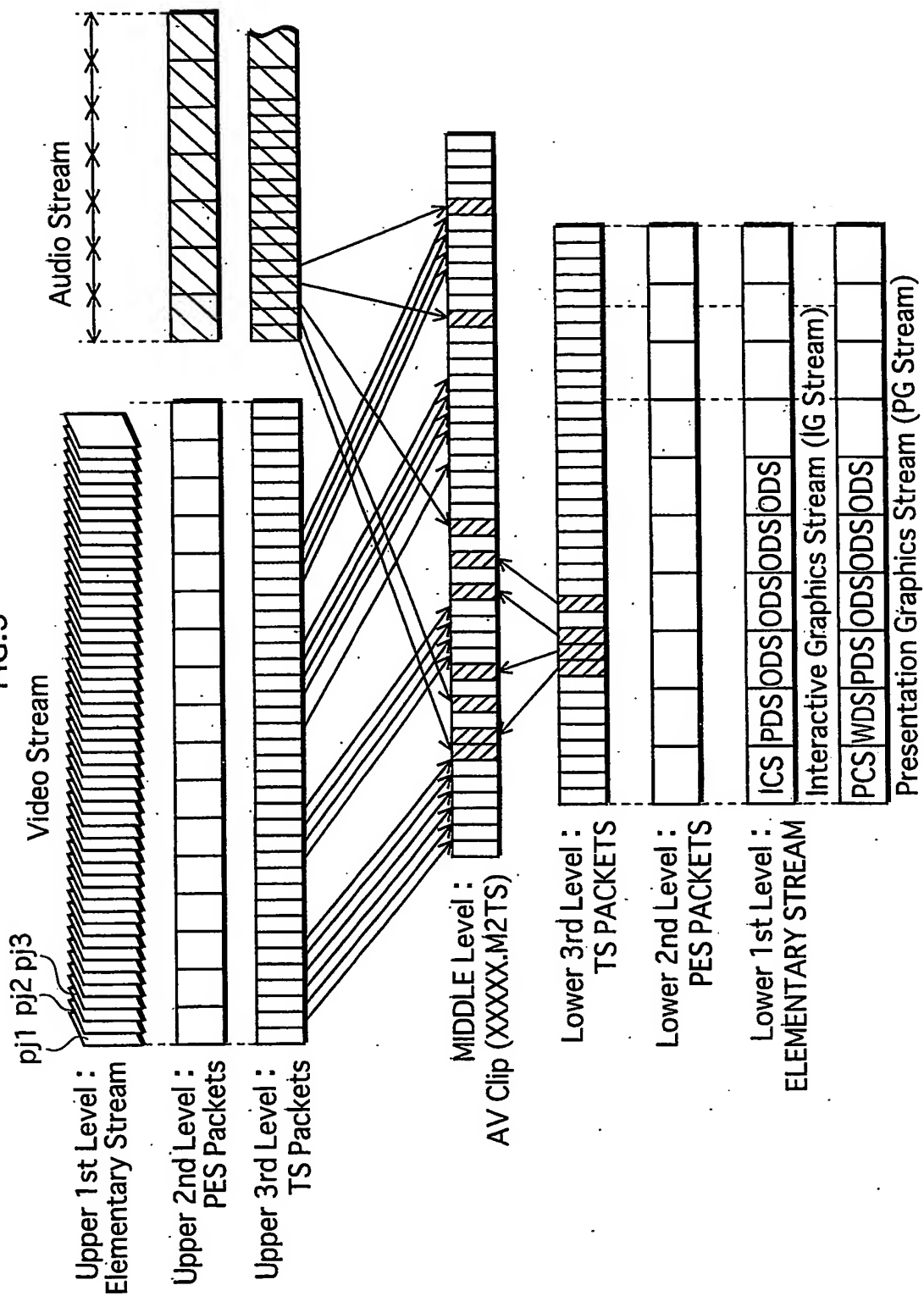


FIG. 4A

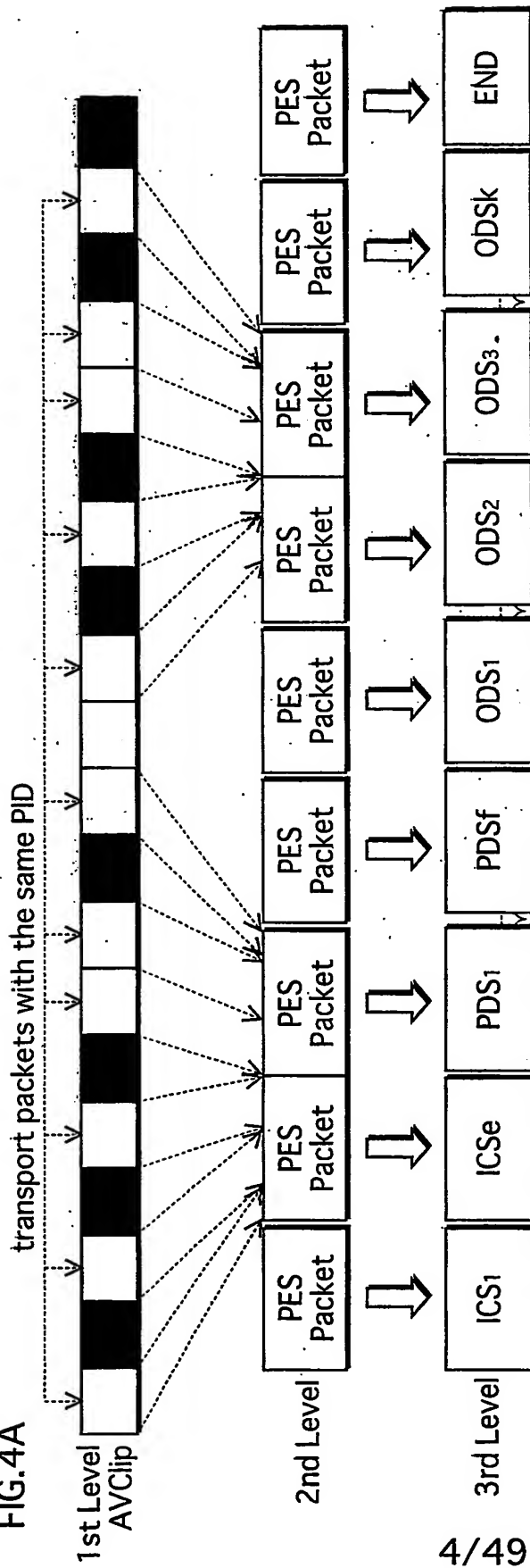


FIG. 4B

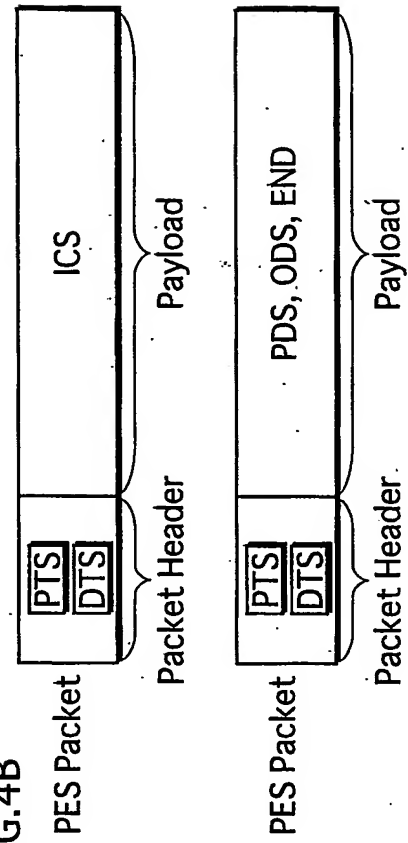
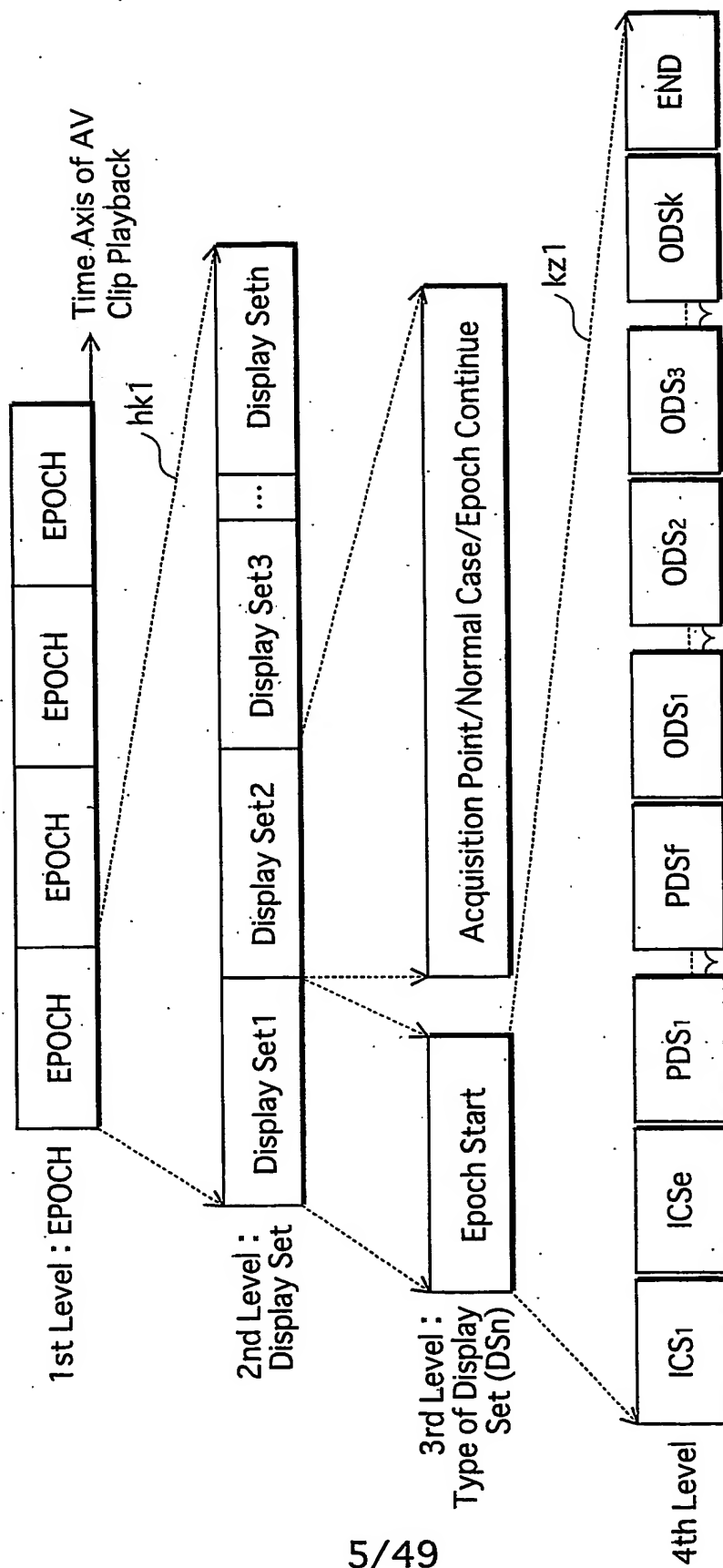


FIG.5



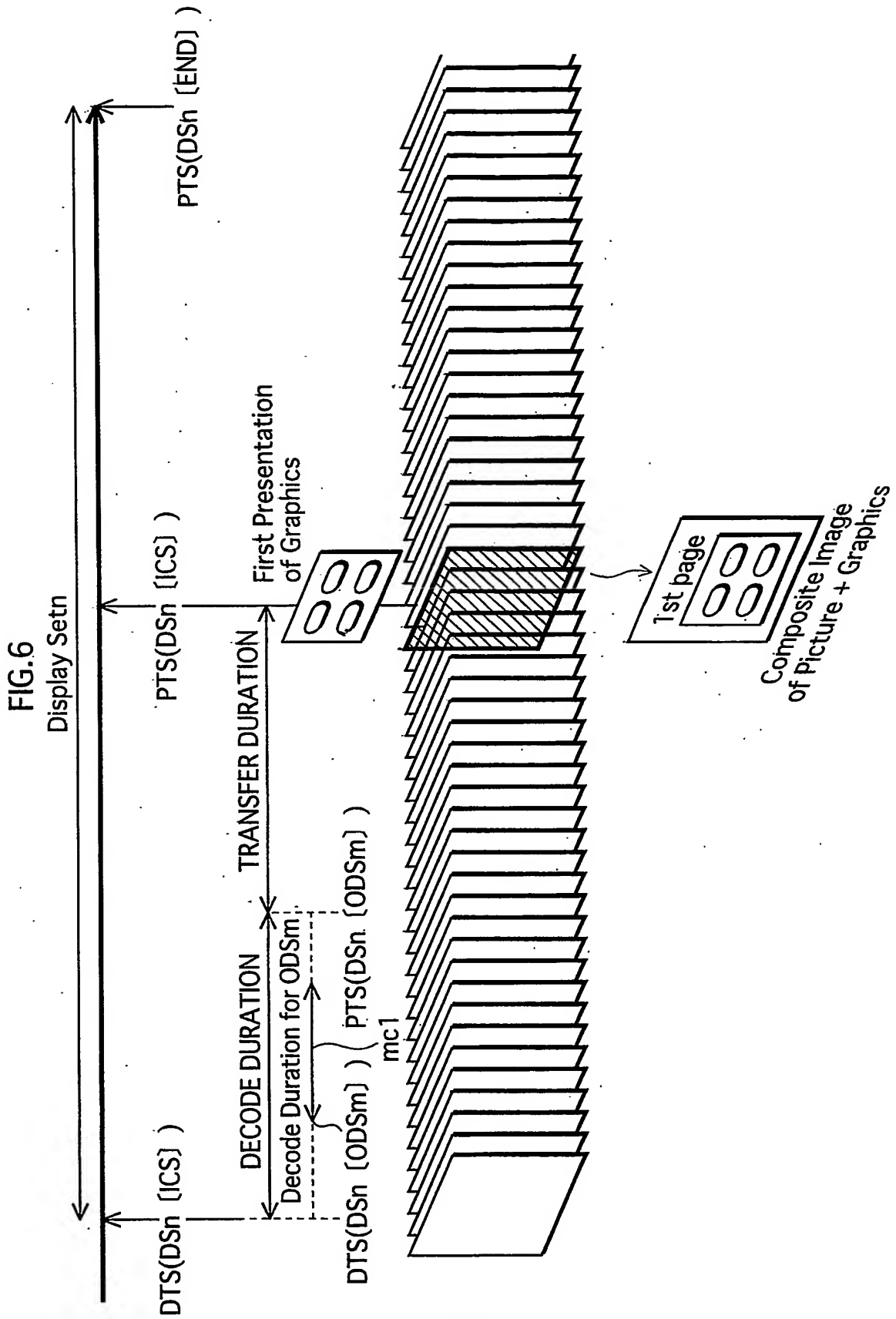


FIG.7A One-to-One Correspondence

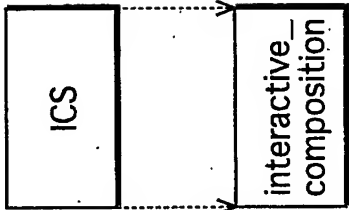


FIG.7B One-to-Multiple Correspondence

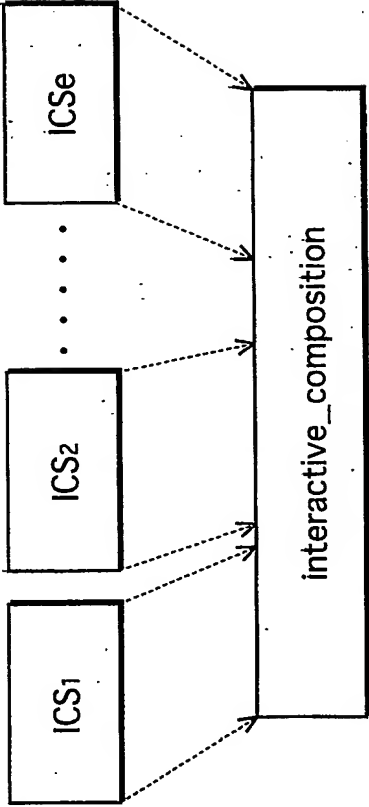


FIG.8

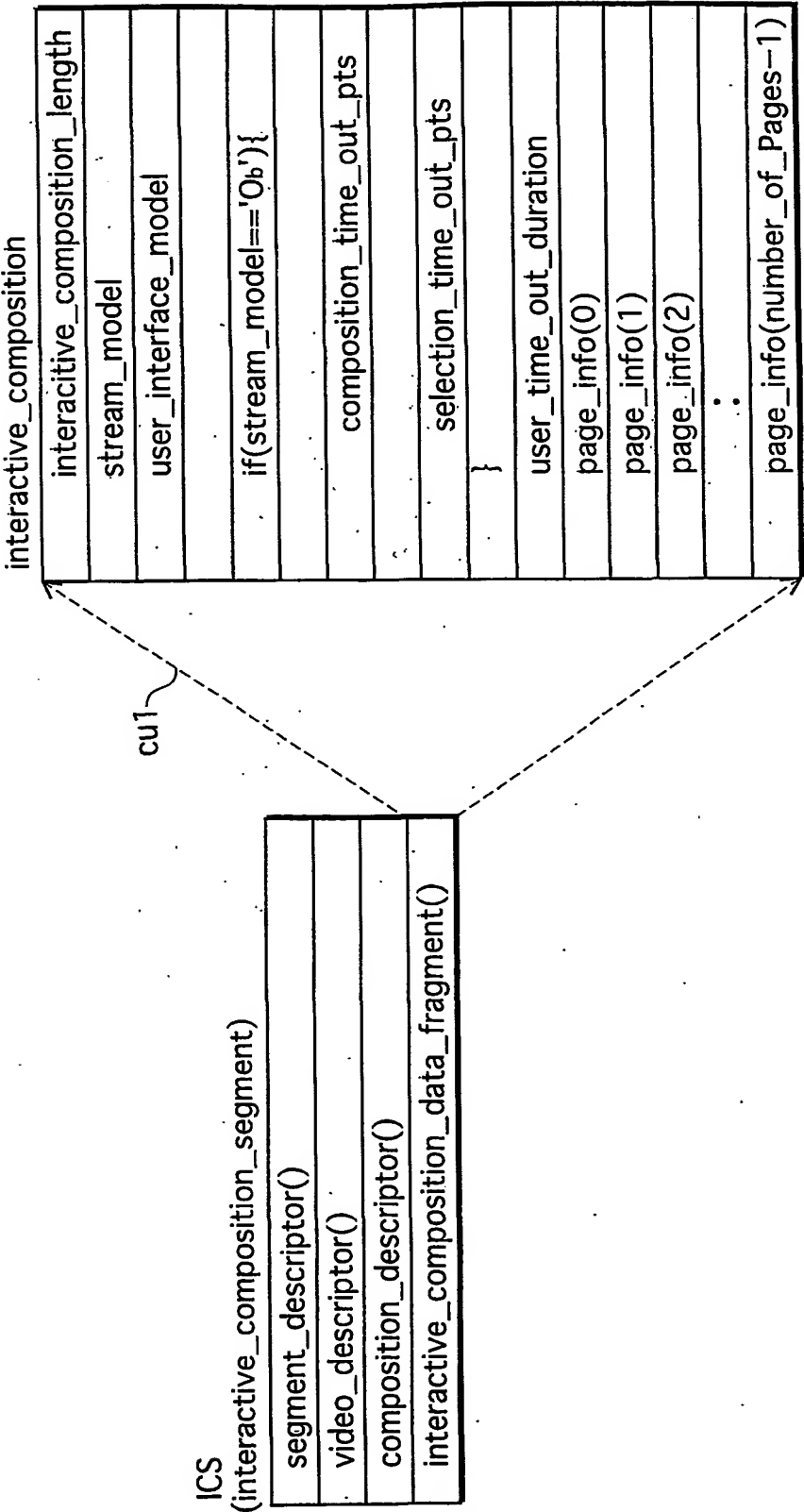


FIG.9

ICS.Stream_model=0(Playback of Multiplexed ICS)

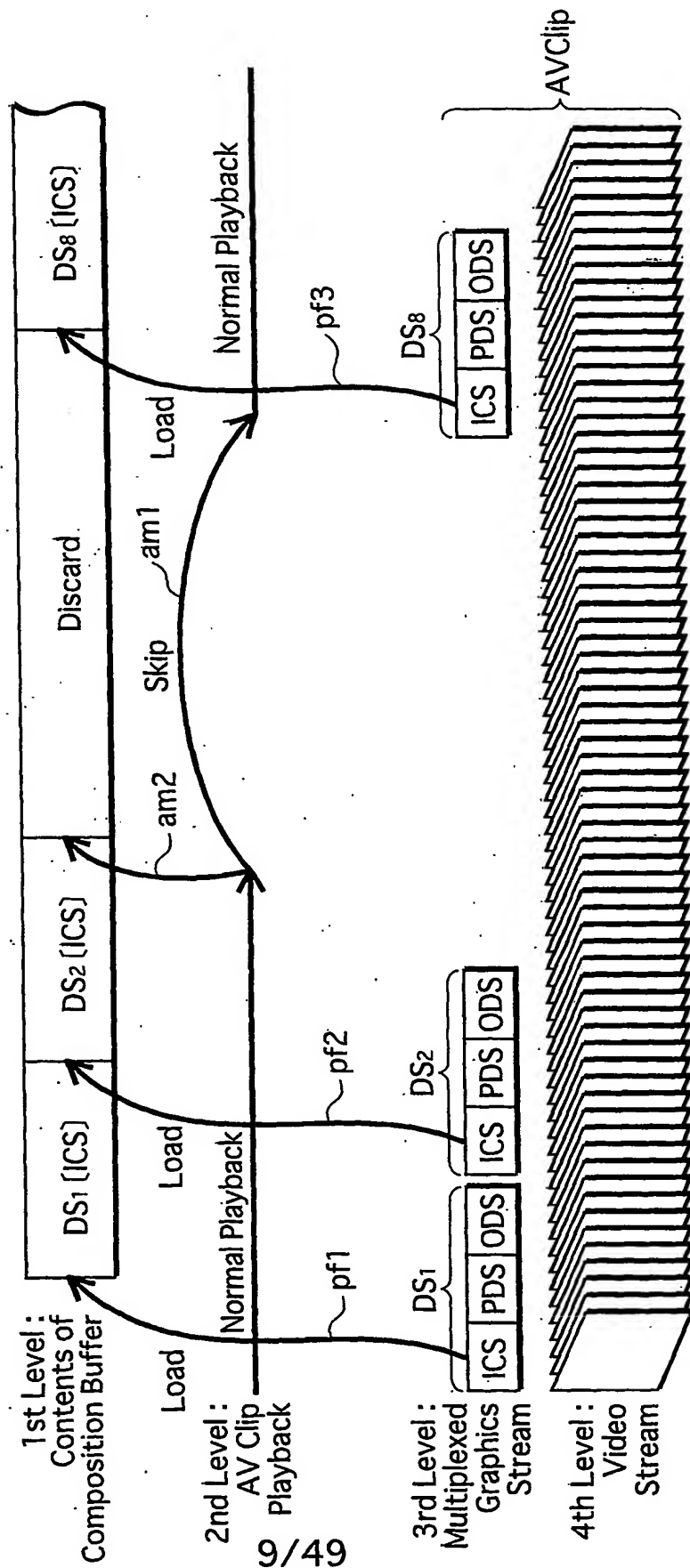


FIG.10

ICS.Stream_model=1 (Playback of Preloaded ICS)

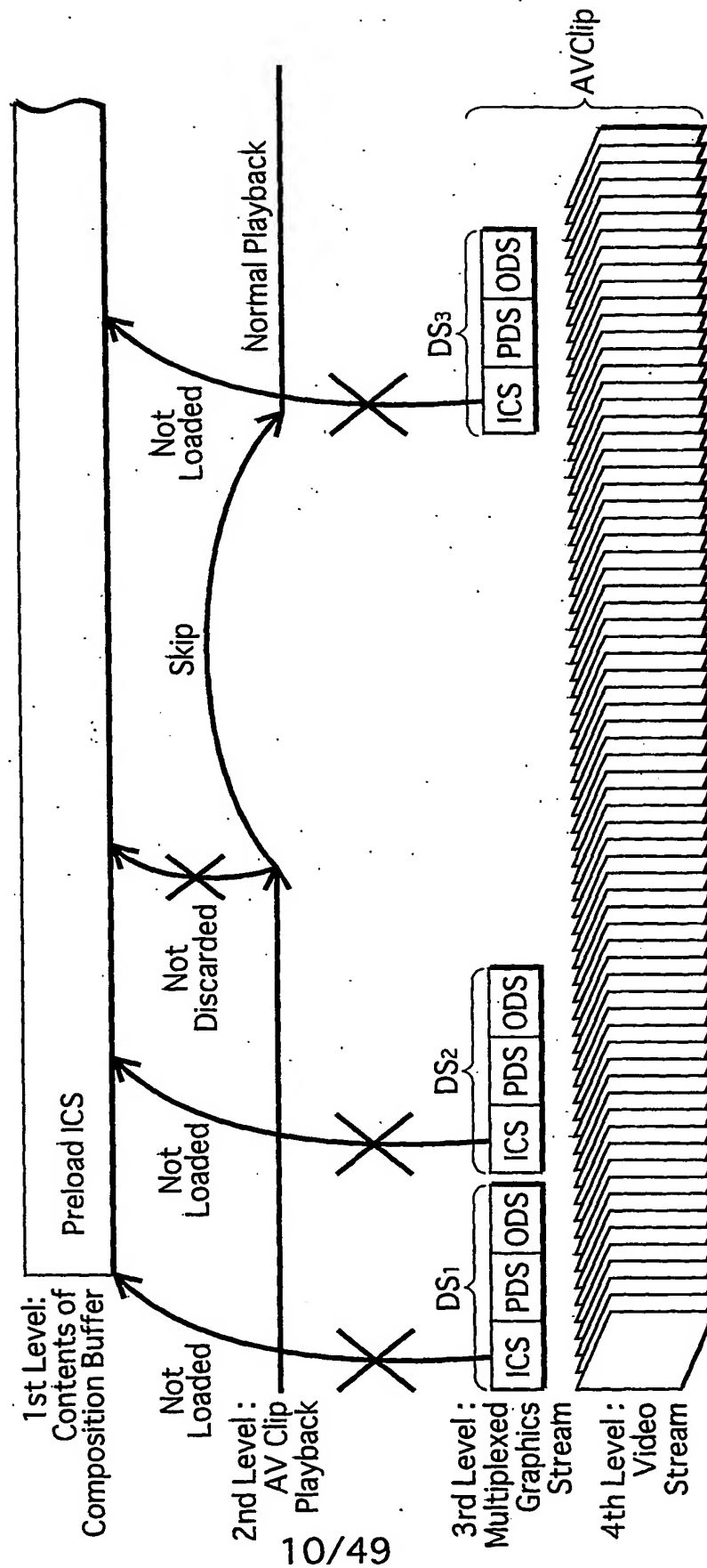


FIG. 11

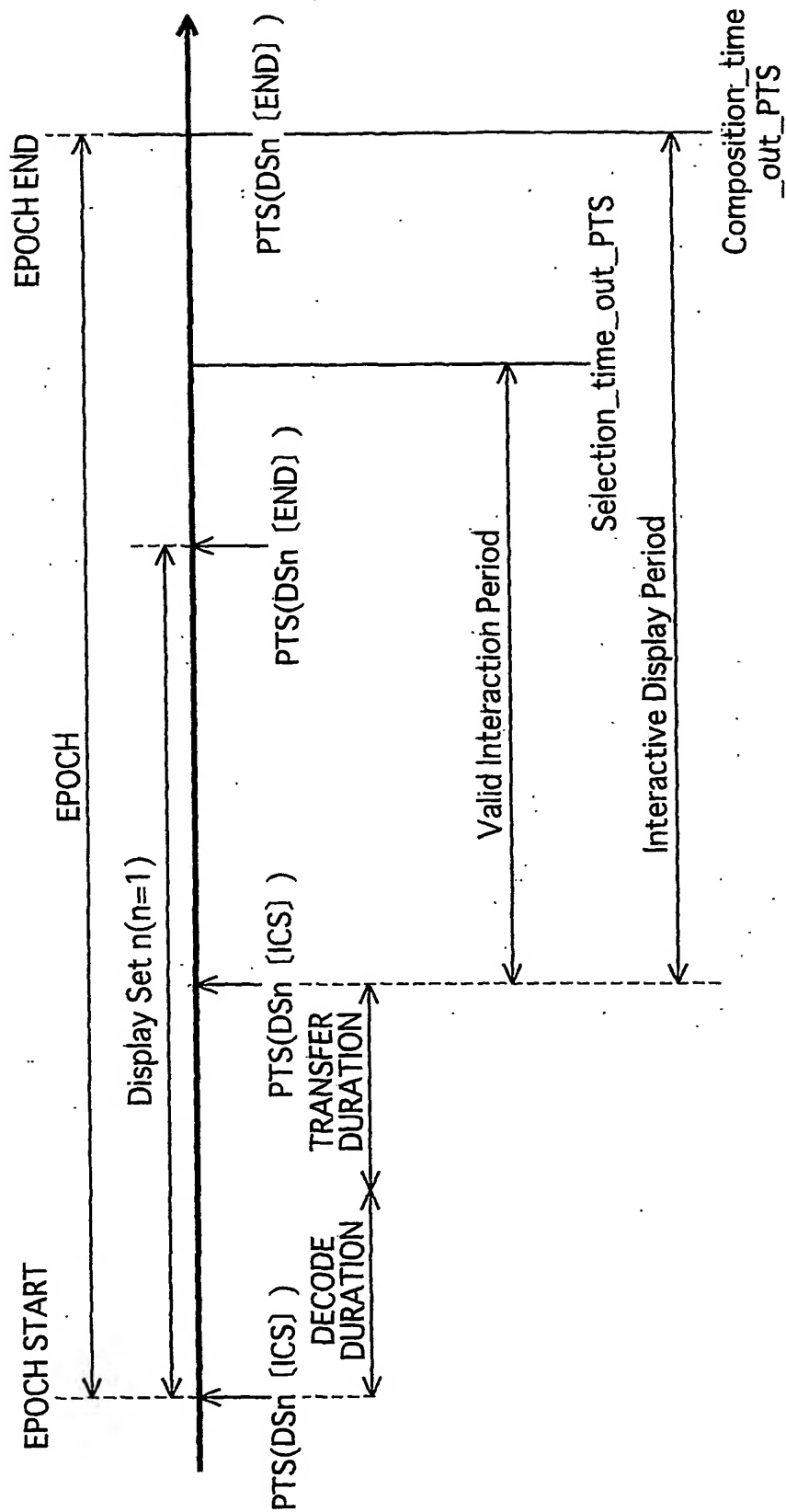


FIG. 12A

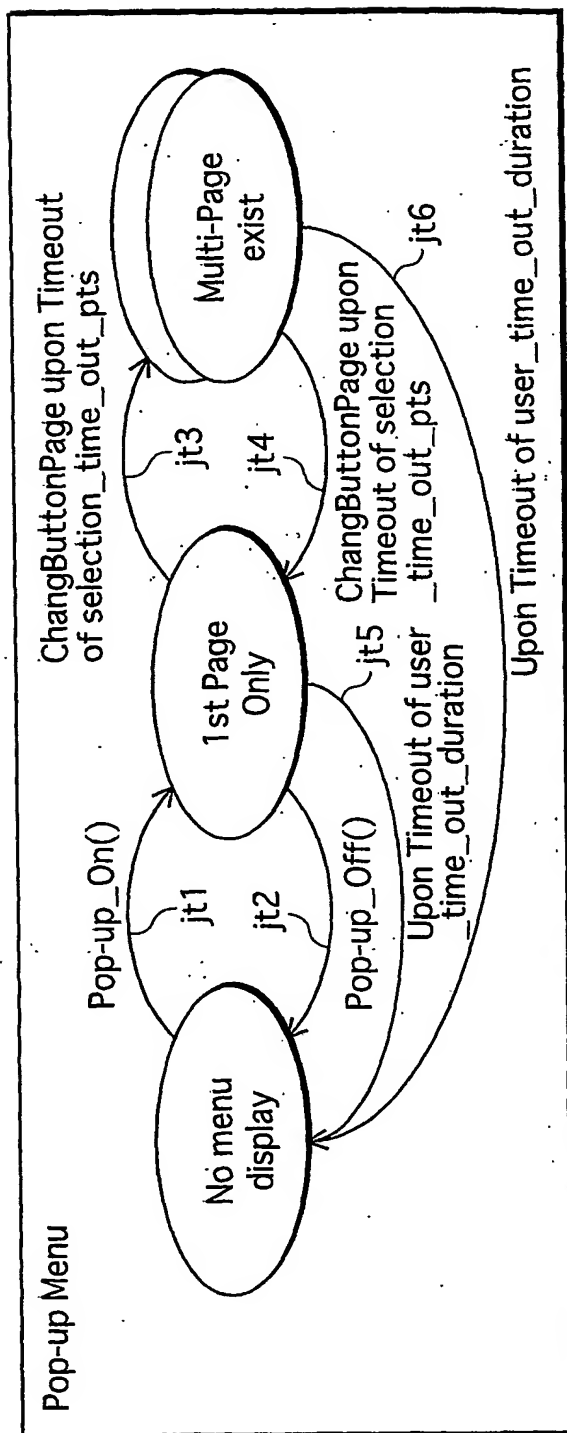


FIG. 12B

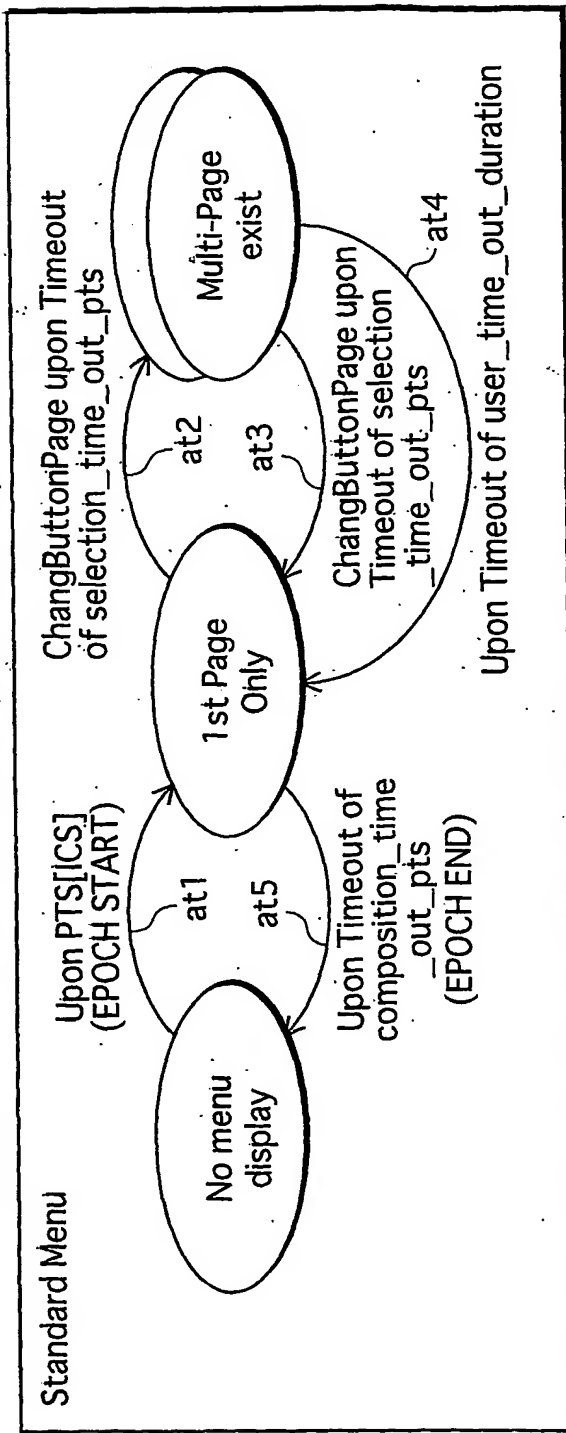


FIG. 13

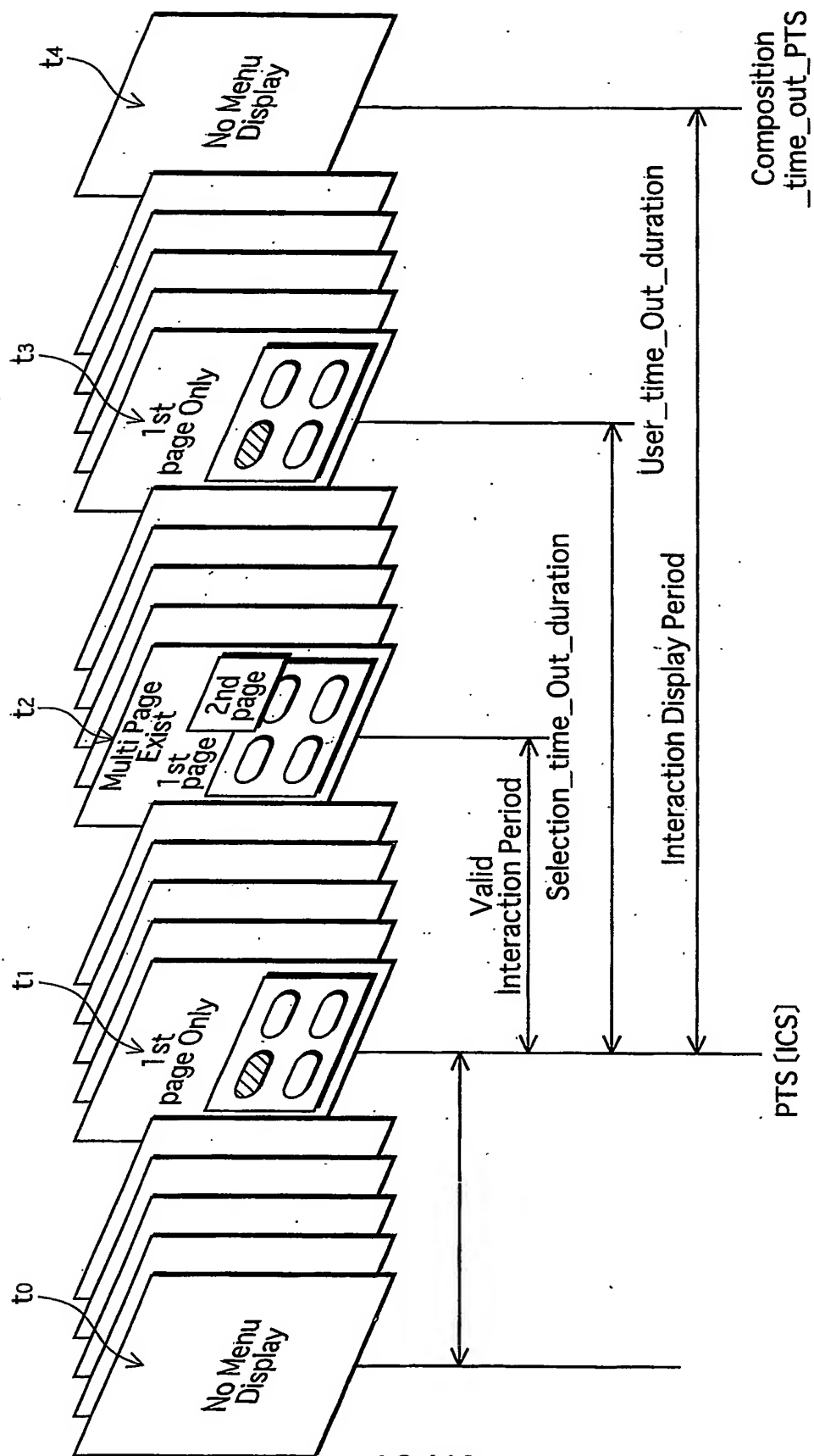


FIG.14A

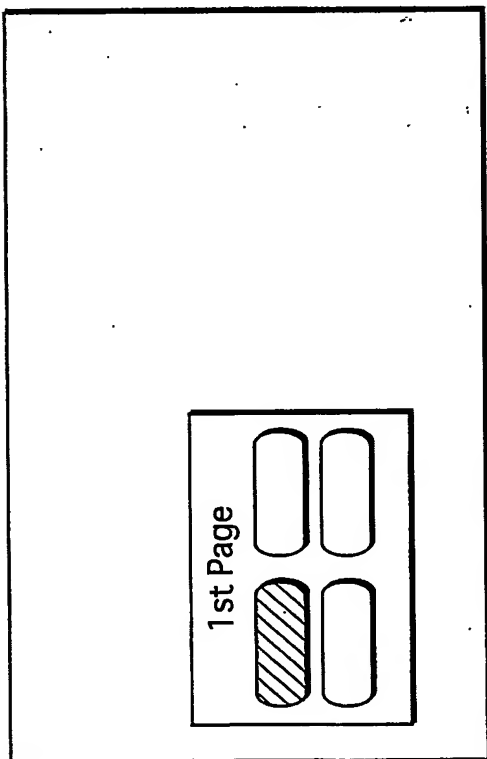


FIG.14B

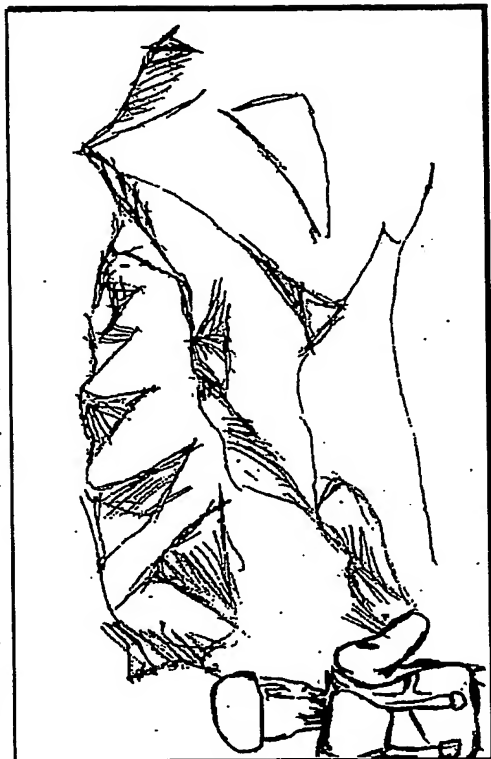


FIG.14C

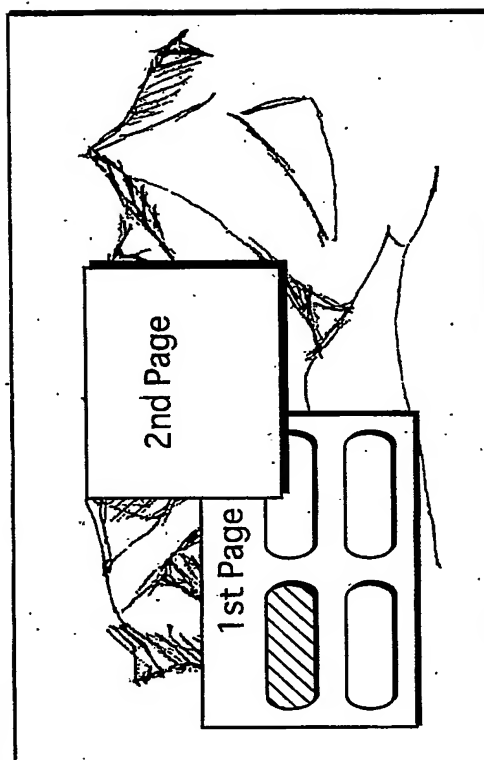
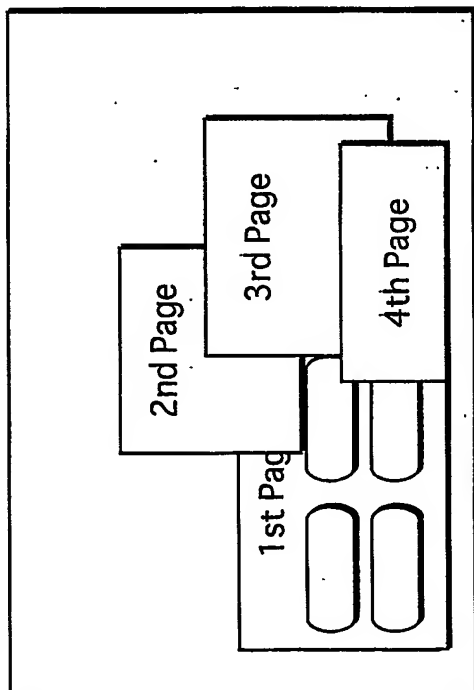
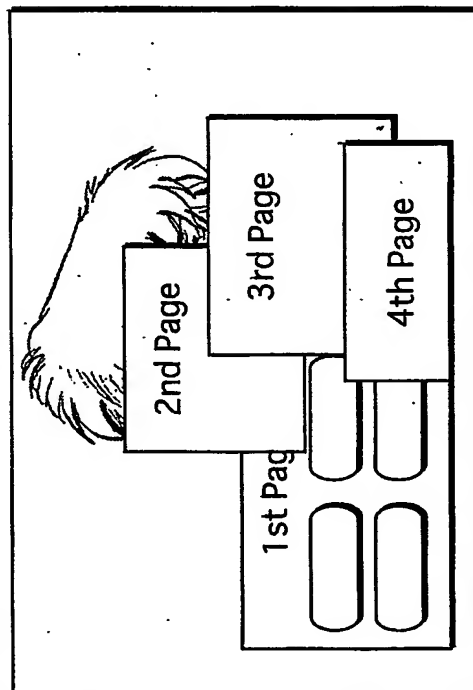


FIG.15A



Multi-Page Exist

FIG.15C

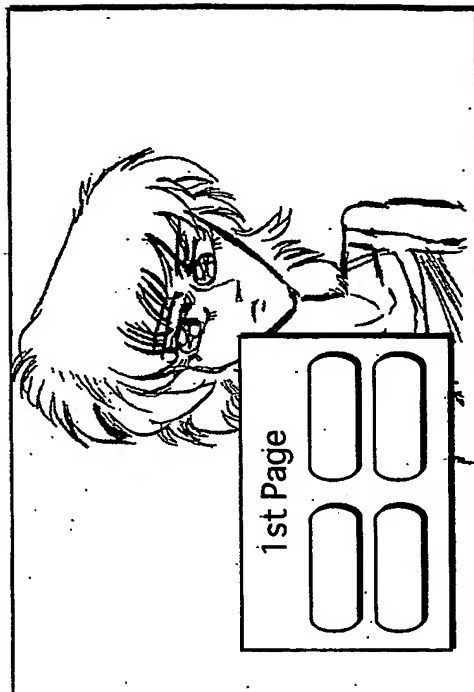


Picture is Covered by Menu Pages

FIG.15B



FIG.15D



Set user_time_out_duration Immediately before Presentation of Picture

FIG.16

page()

page_id
page_version_number
UO_mask_table()
in_effects() {
effect_sequence()
}
out_effects() {
effect_sequence()
}
animation_frame_rate_code
default_selected_button_id_ref
default_activated_button_id_ref
palette_id_ref
button_info(0)
button_info(1)
button_info(2)
:
button(number_of_buttons-1)

cx1

button_id
button_numeric_select_value
auto_action_flag
button_horizontal_position
button_vertical_position
neighbor_info() {
upper_button_id_ref
lower_button_id_ref
left_button_id_ref
right_button_id_ref
}
normal_state_info() {
normal_start_object_id_ref
normal_end_object_id_ref
normal_repeat_flag
}
selected_state_info() {
selected_state_sound_id_ref
selected_start_object_id_ref
selected_end_object_id_ref
selected_repeat_flag
}
activated_state_info() {
activated_state_sound_id_ref
activated_start_object_id_ref
activated_end_object_id_ref
}
navigation_command(0)
navigation_command(1)
navigation_command(2)
:

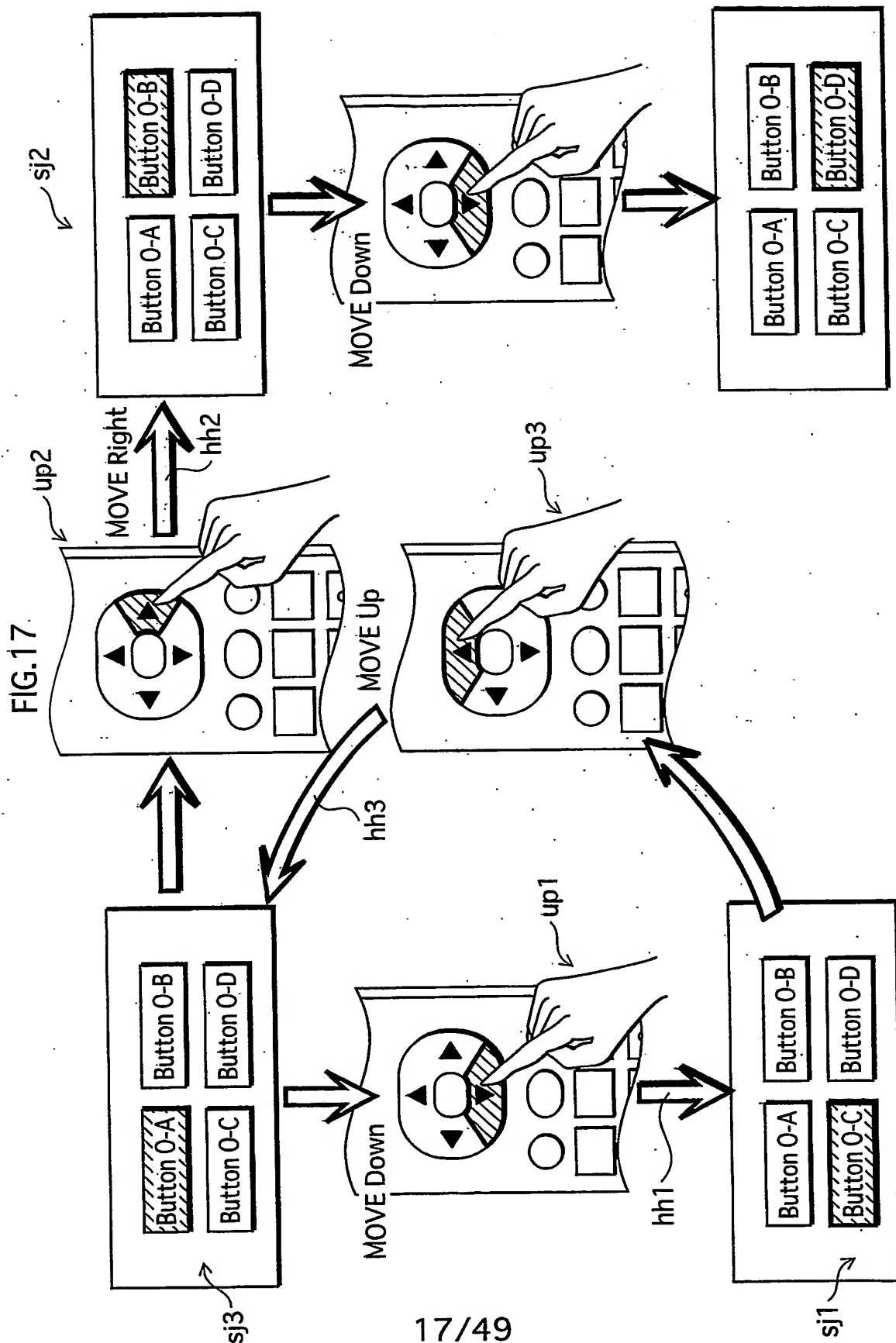


FIG.18

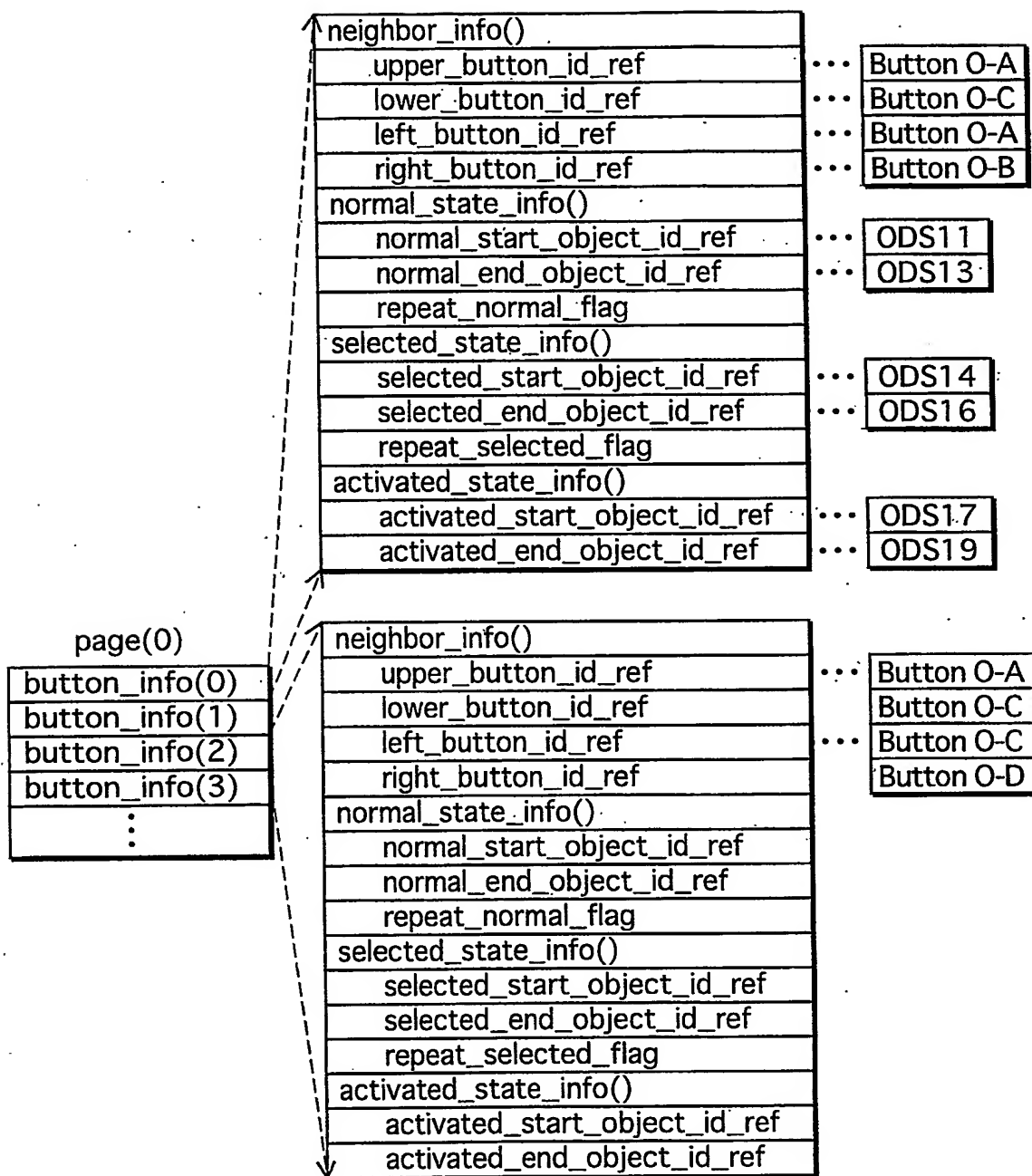


FIG.19

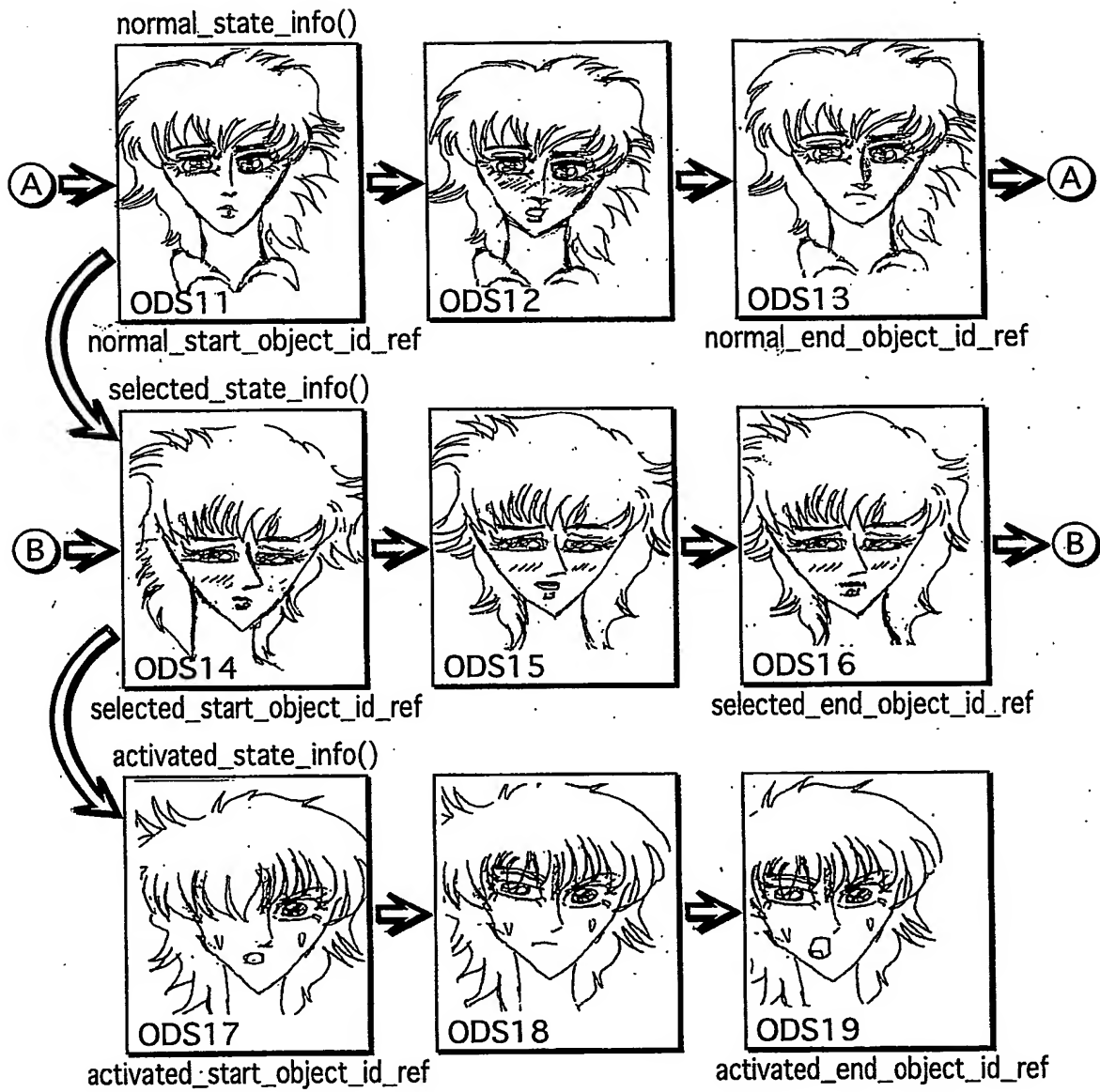


FIG.20

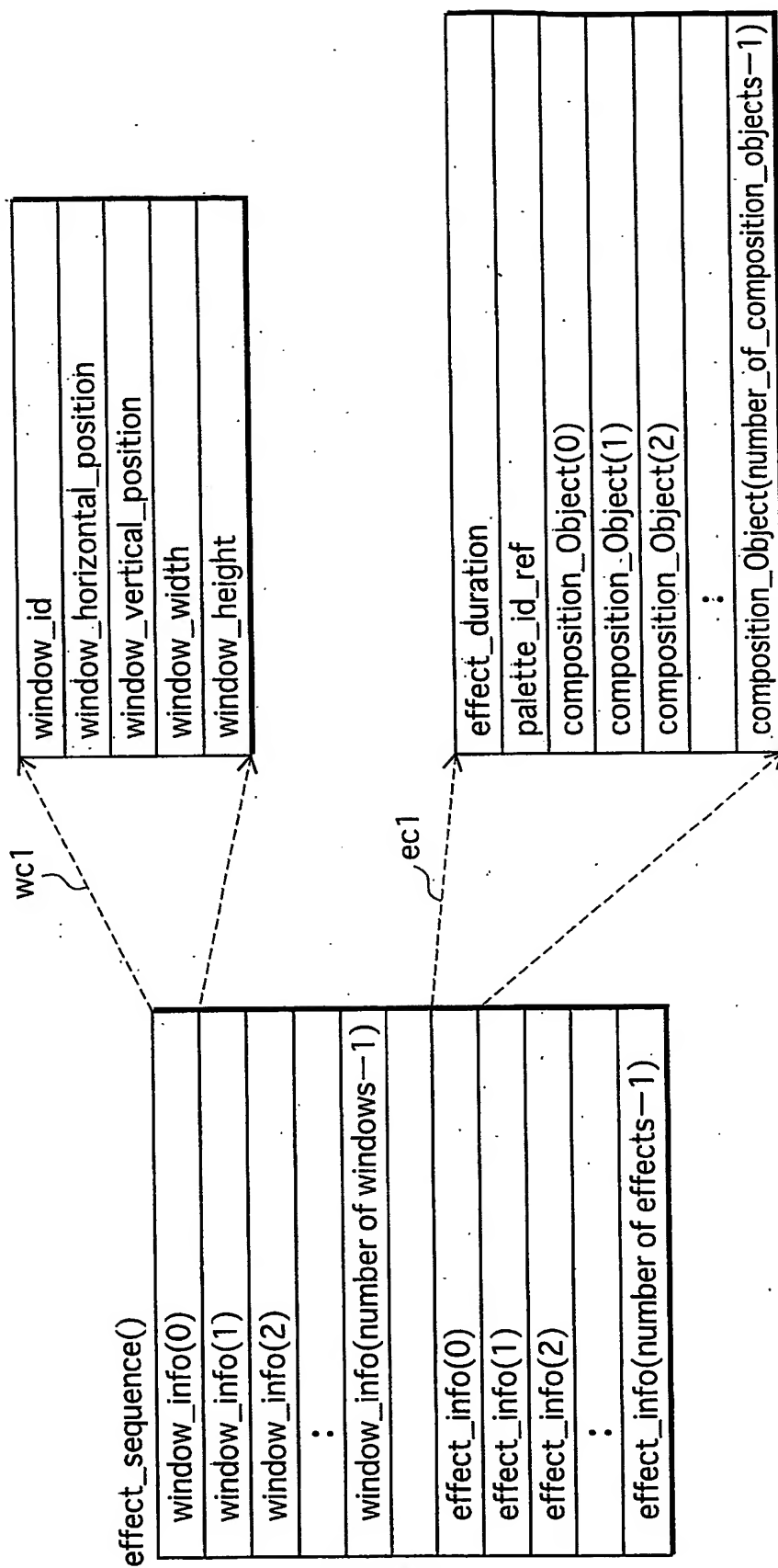


FIG.21A

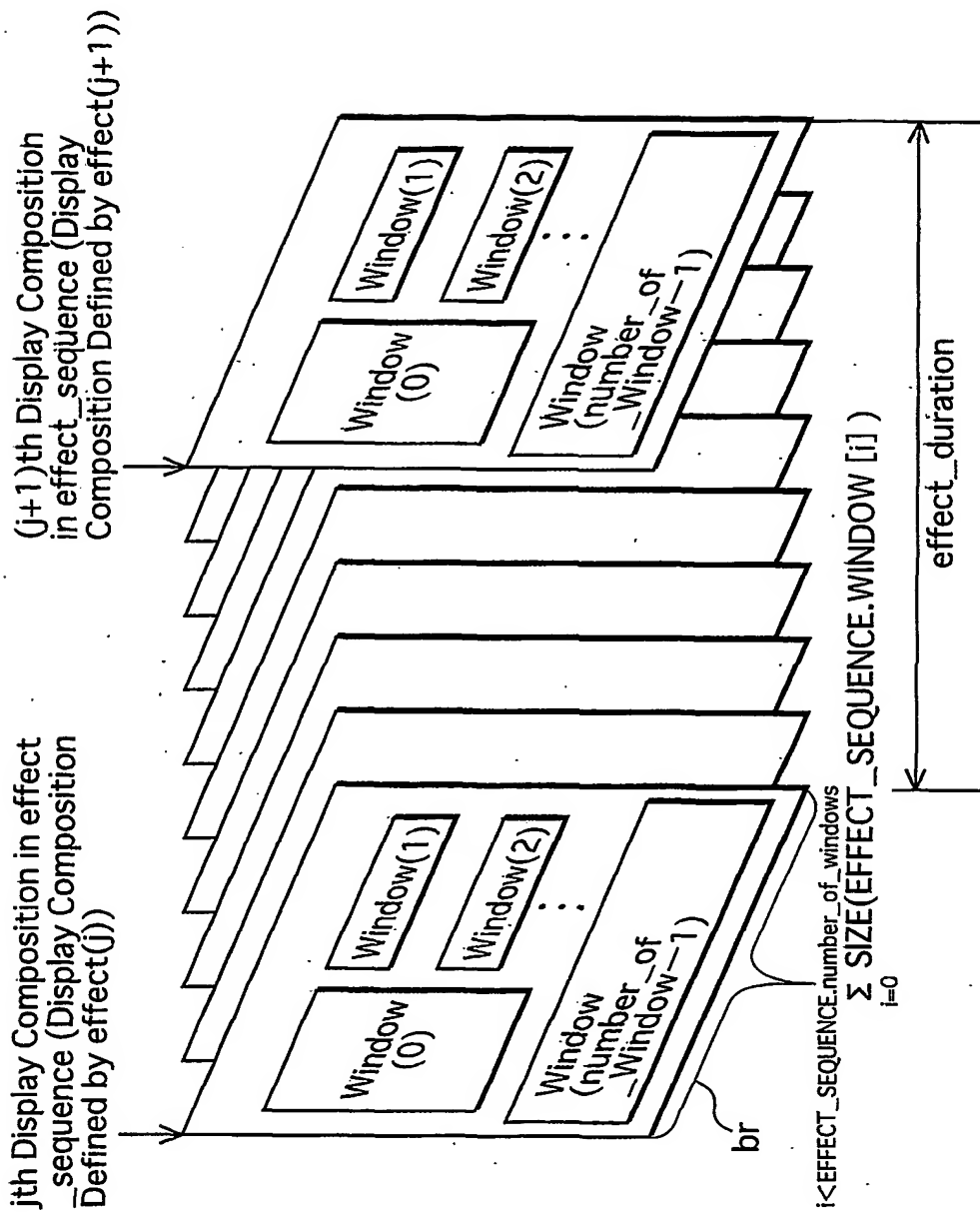


FIG.21B

$$\text{effect_duration} \geq \text{ceil} \left(90000 * \sum_{i=0}^{i < \text{EFFECT_SEQUENCE.number_of_windows}} \text{SIZE}(\text{EFFECT_SEQUENCE.WINDOW}[i]) / (128 * 10^6) \right)$$

FIG.22

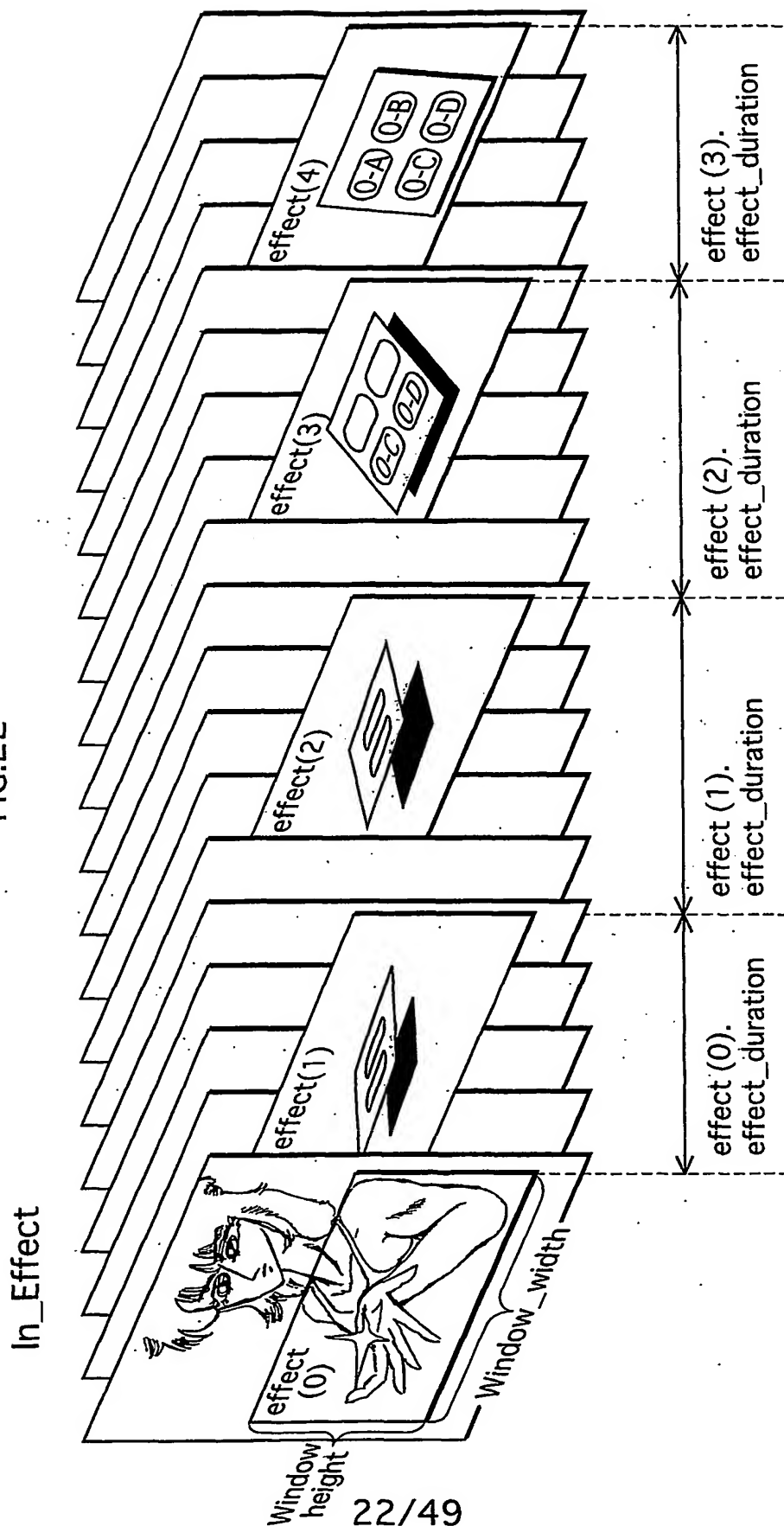
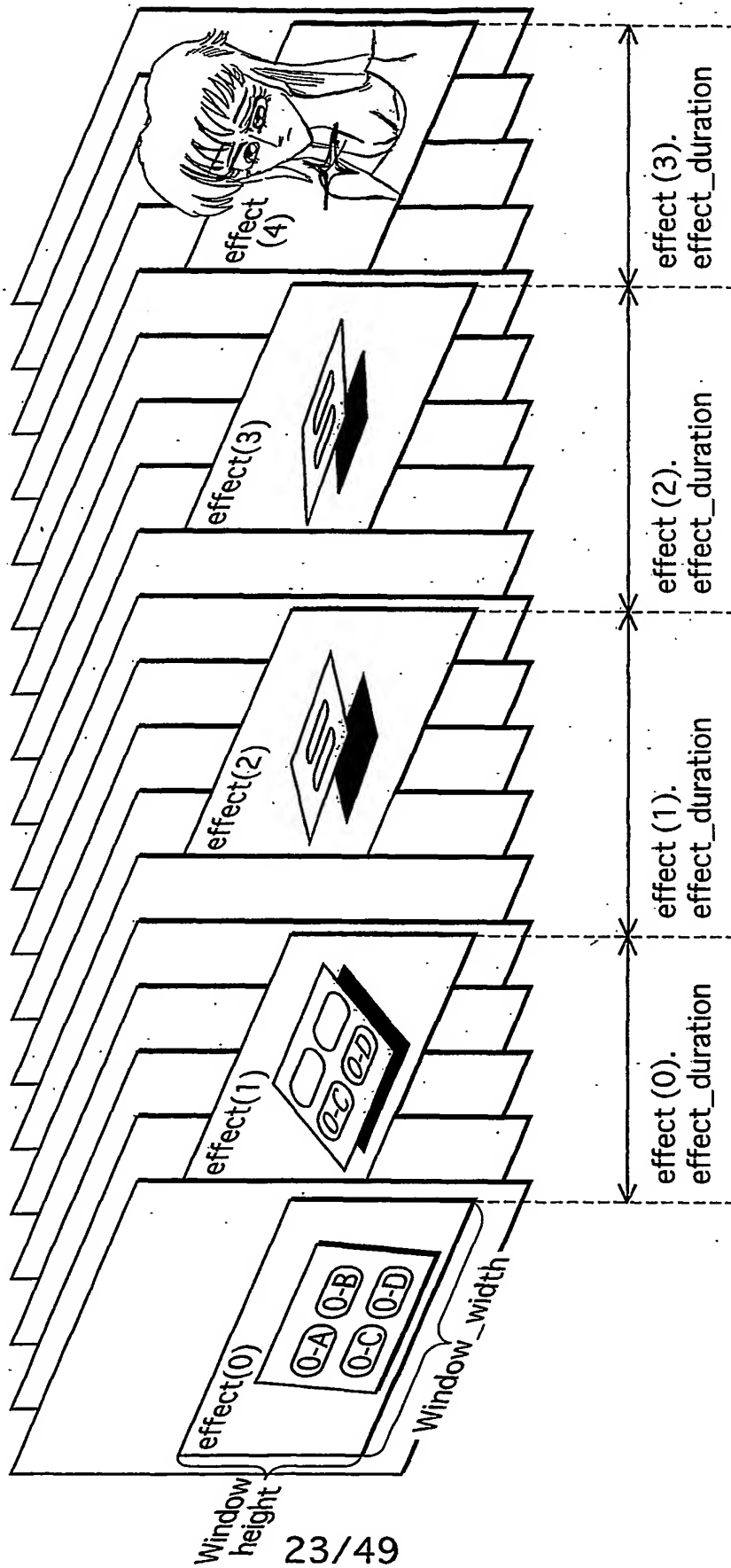


FIG.23

Out_Effect



Window height

FIG.24

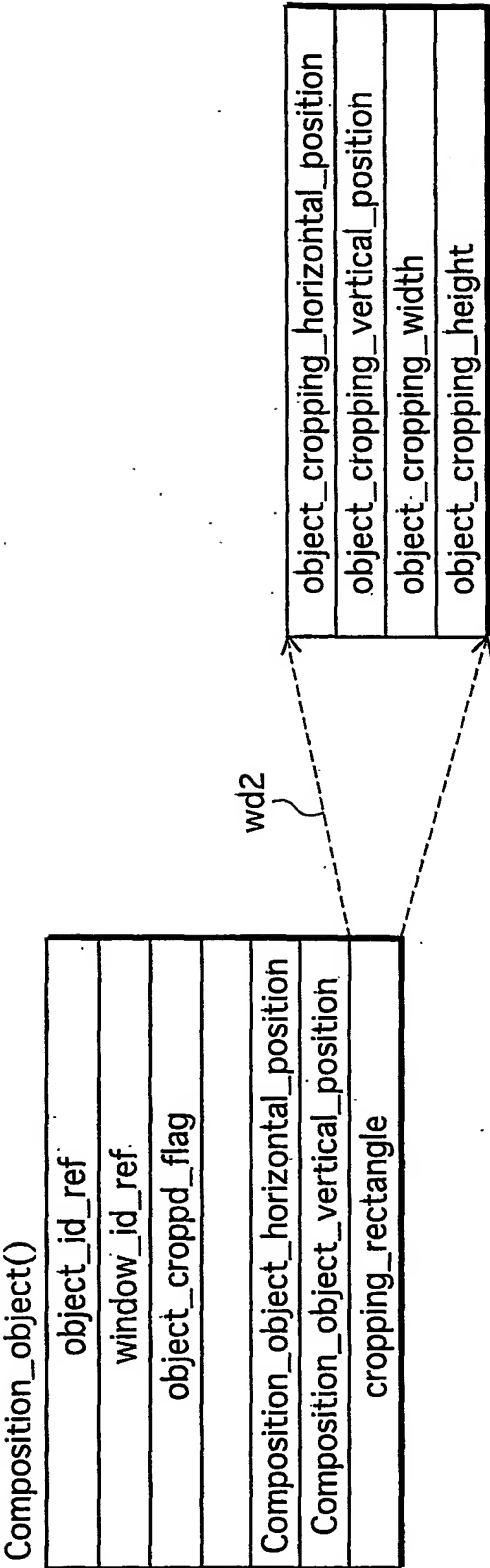


FIG.25

In_Effect

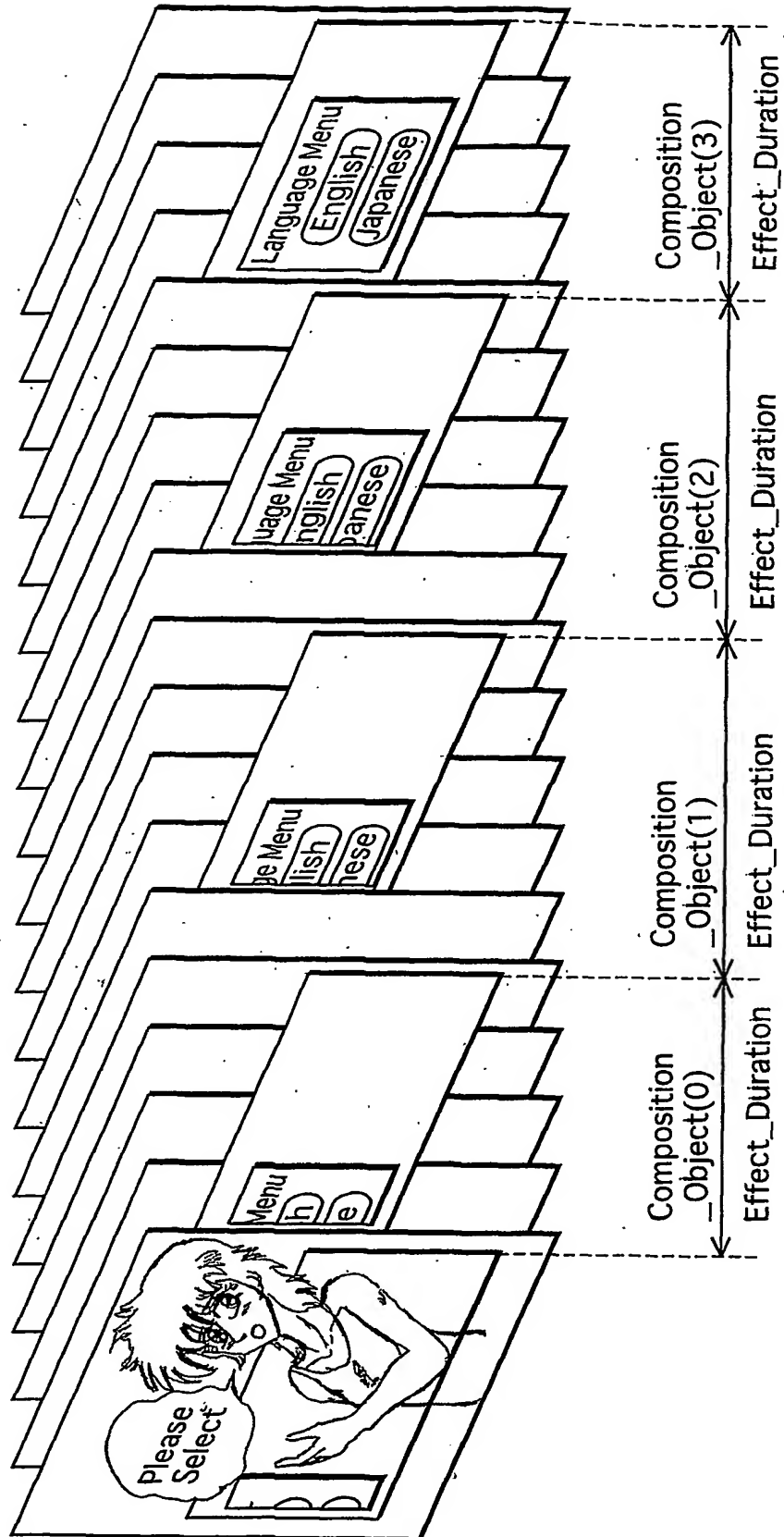


FIG.26

Composition_Object(0) Setting

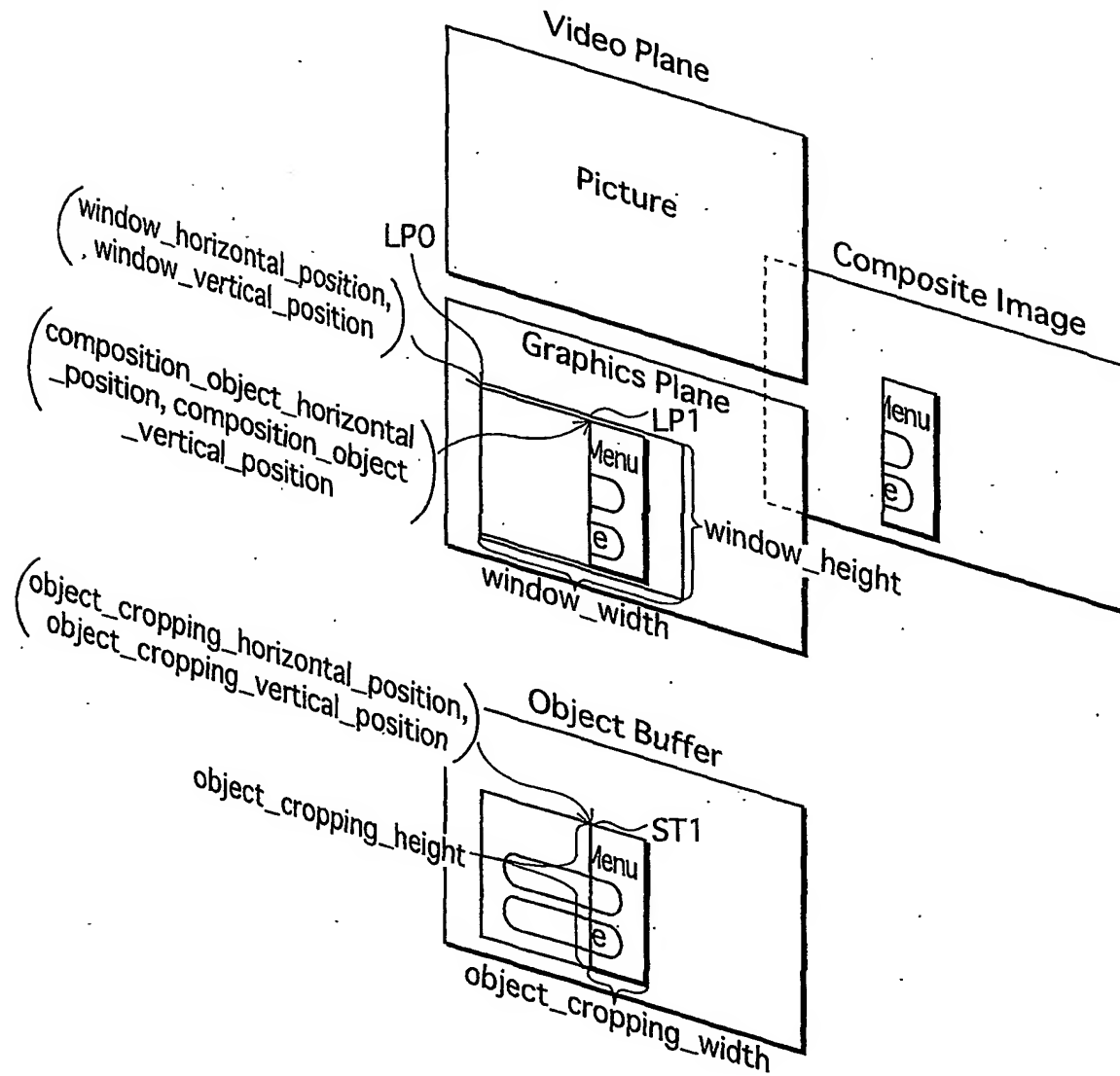


FIG.27

Composition_Object(1) Setting

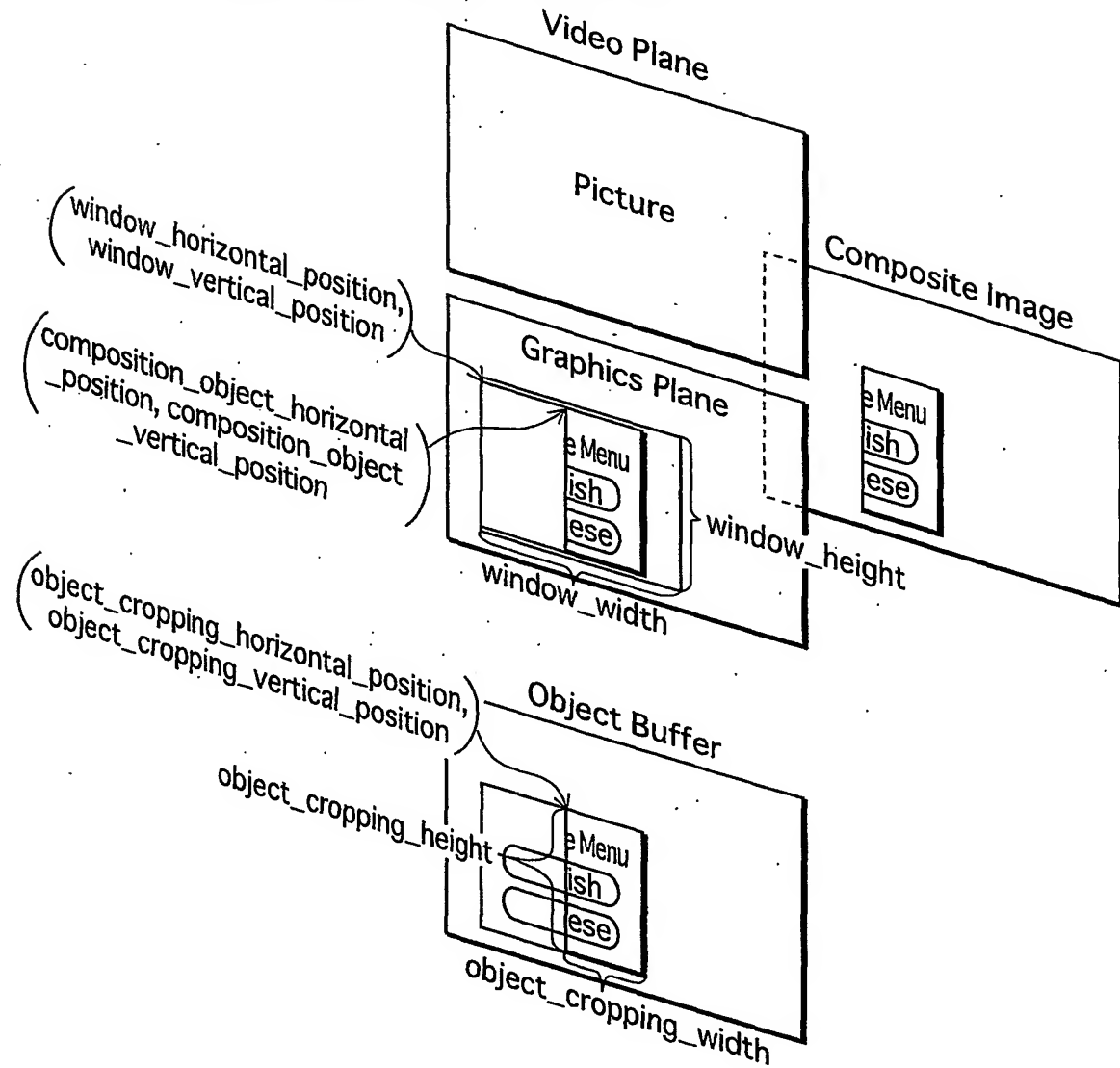


FIG.28

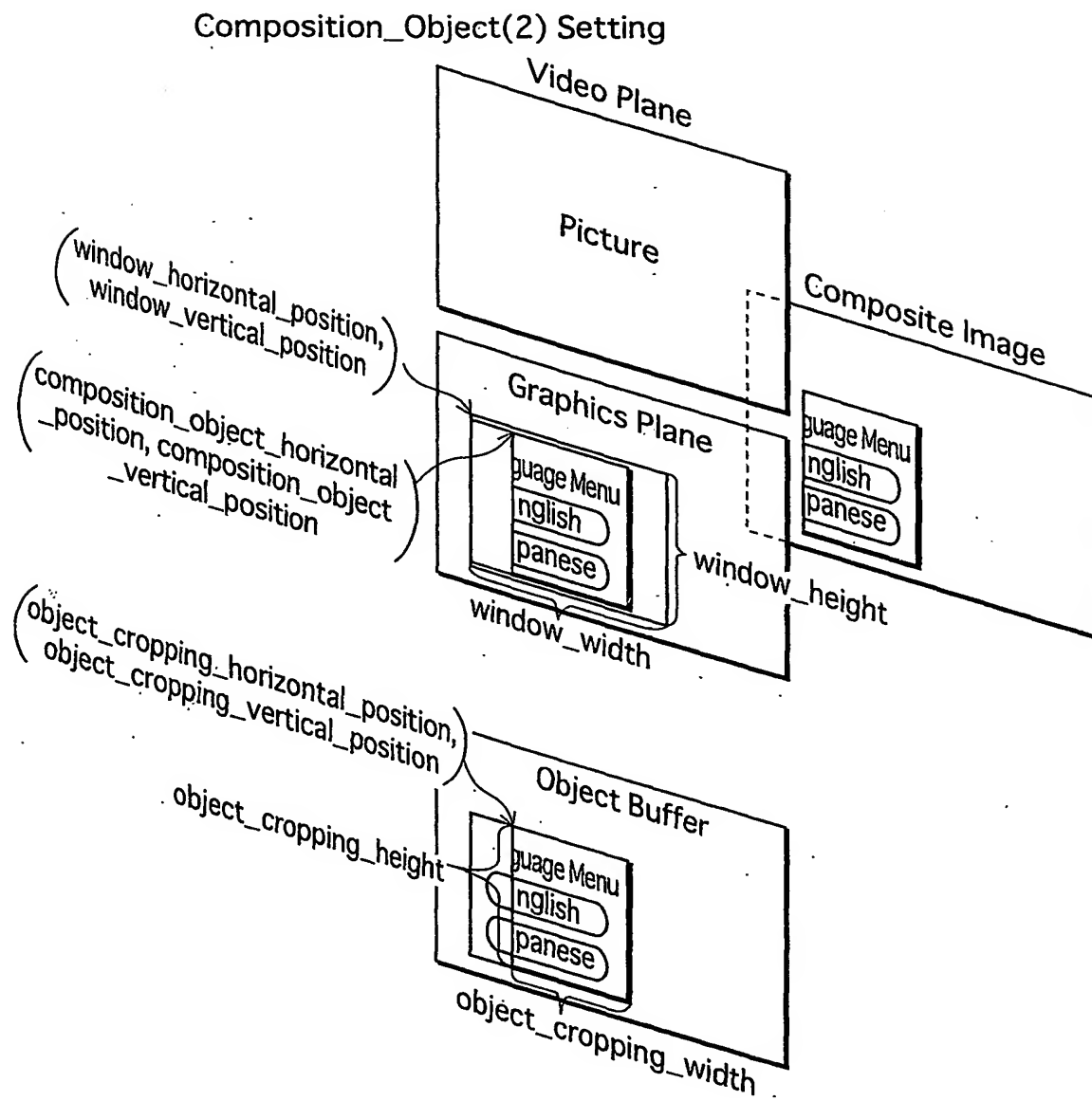


FIG.29

Composition_Object(3) Setting

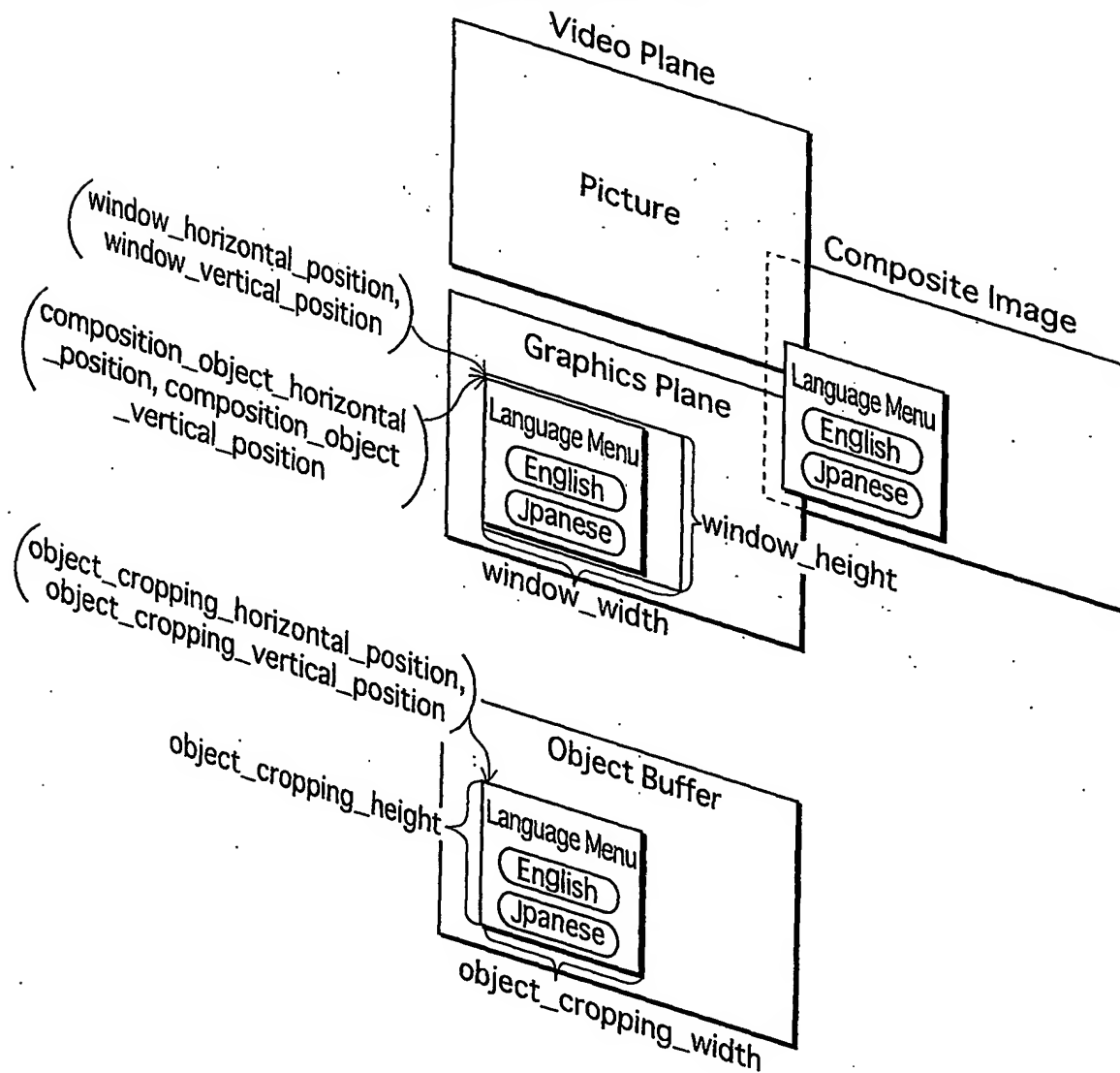


FIG.30

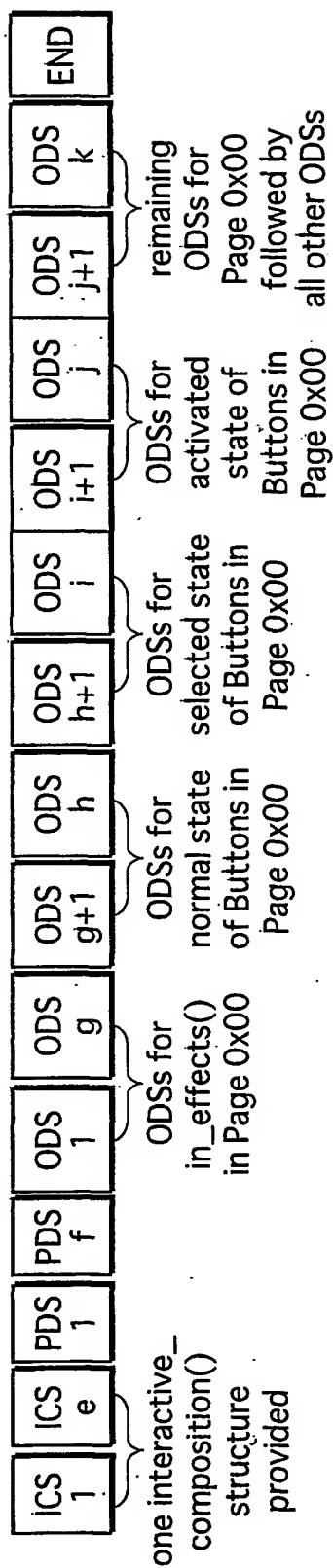


FIG.31

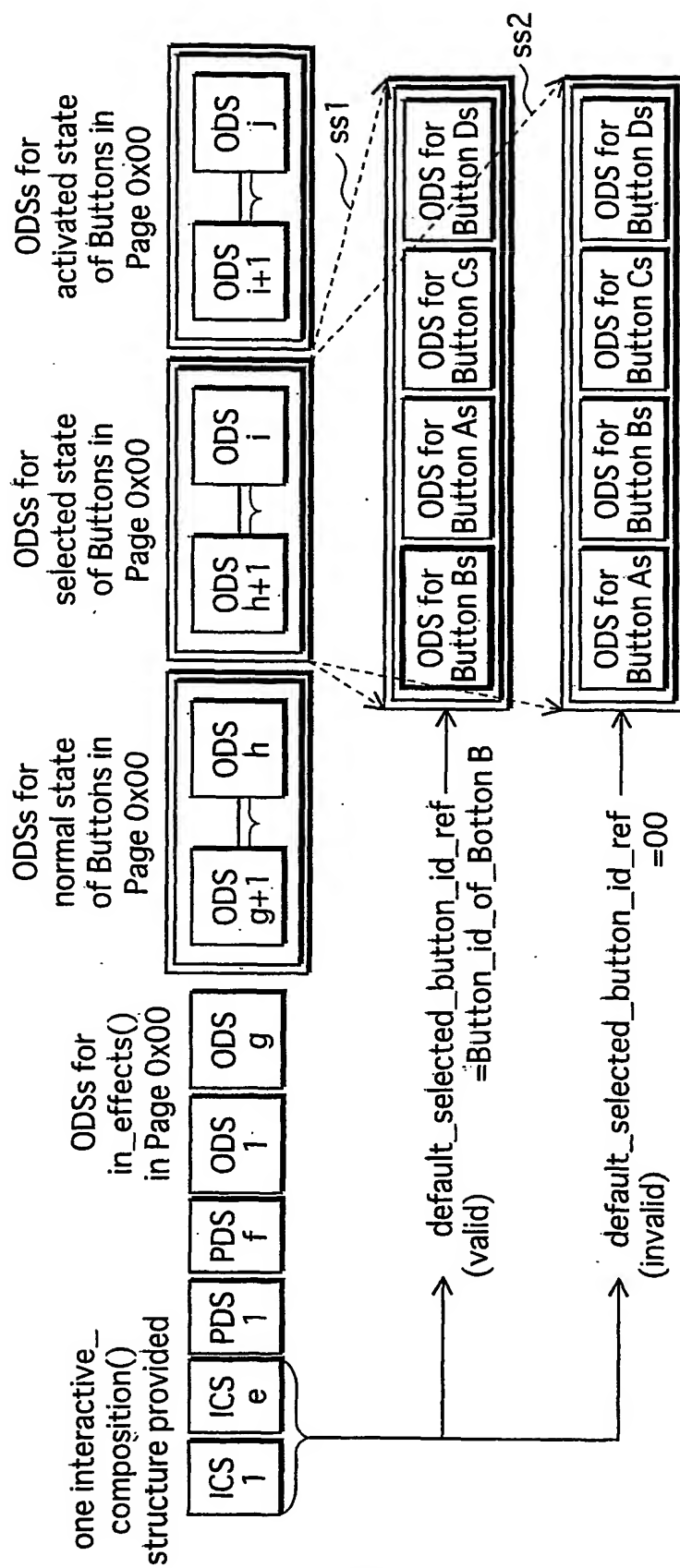


FIG.32A

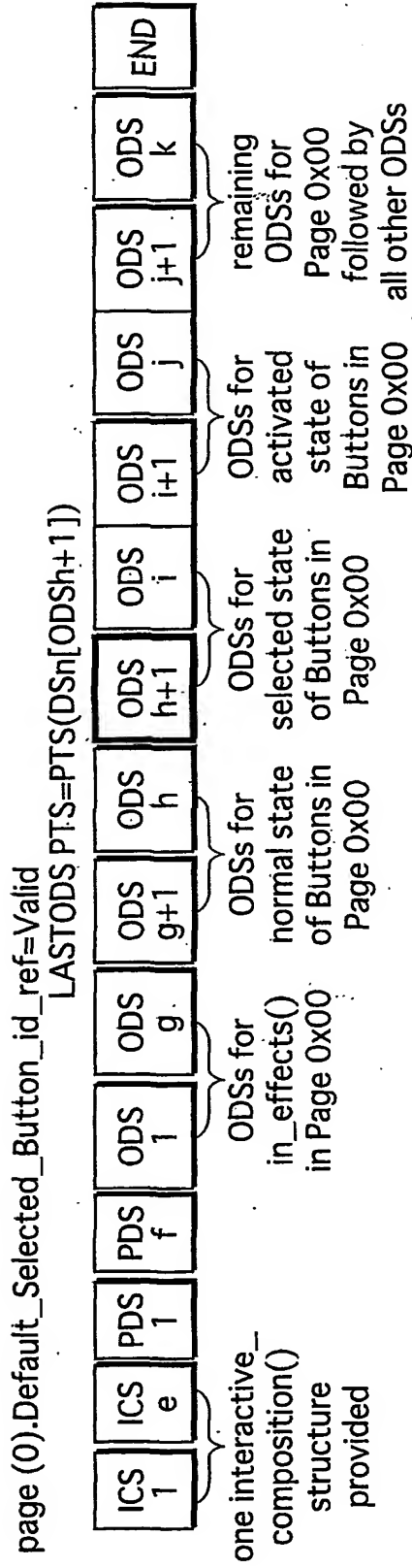
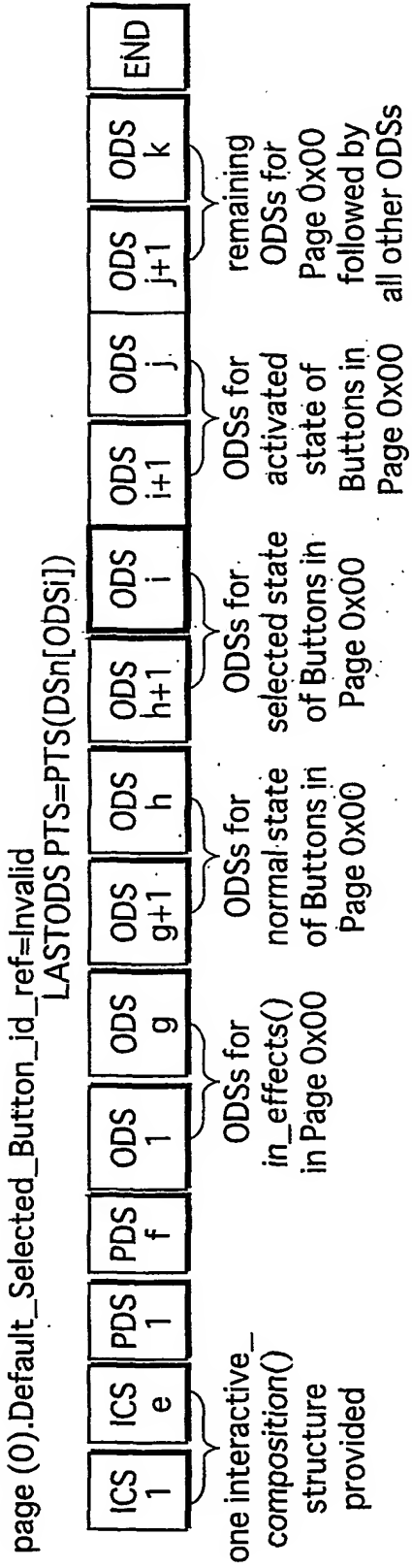


FIG.32B



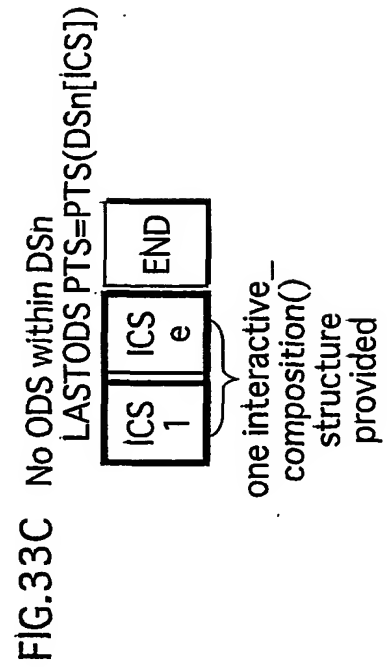
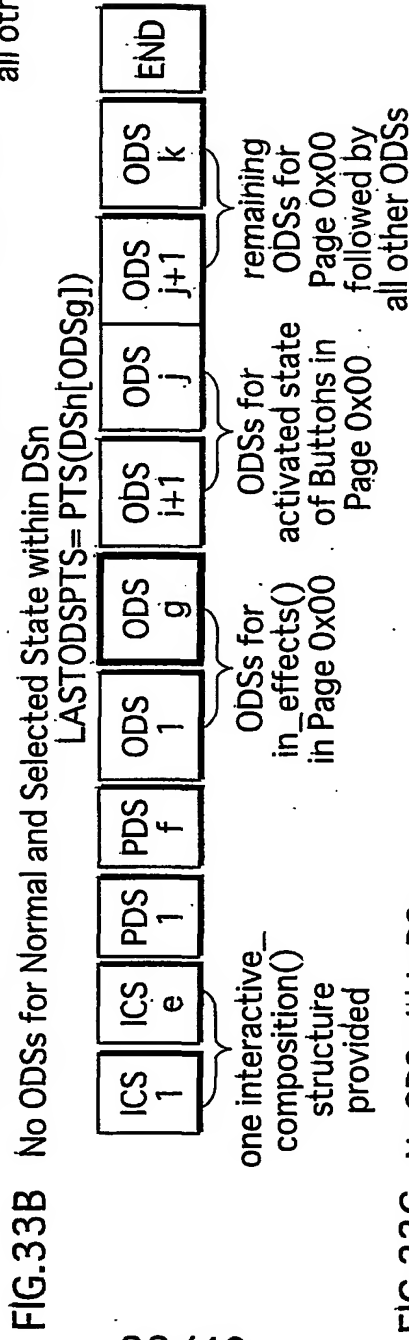
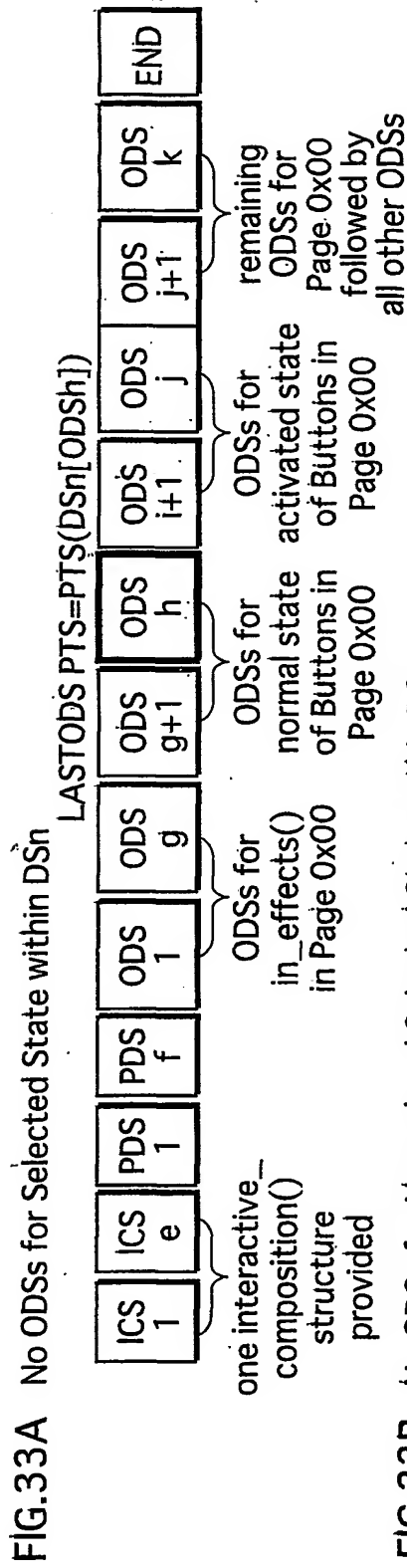


FIG. 34A $PTS(DS_n[ICS]) \geq DTS(DS_n[ICS]) + DECODEDURATION(DS_n) + TRANSFERDURATION(DS_n)$

Where :

- $DECODEDURATION(DS_n)$ is calculated as follows :
- ```

if($DS_n[ICS].composition_state == EPOCH_START$)
 return($\max(LASTODSPTS(DS_n) - DTS(DS_n[ICS]), PLANECLARTIME(DS_n))$)
else
 return($LASTODSPTS(DS_n) - DTS(DS_n[ICS])$)

```

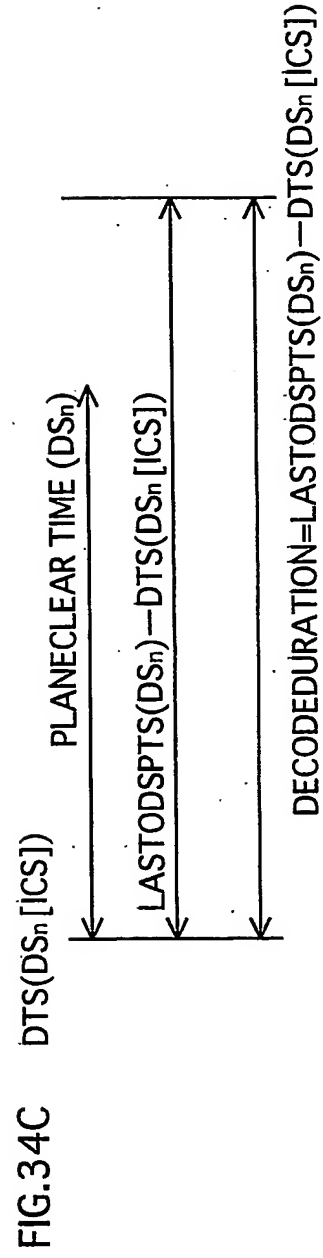
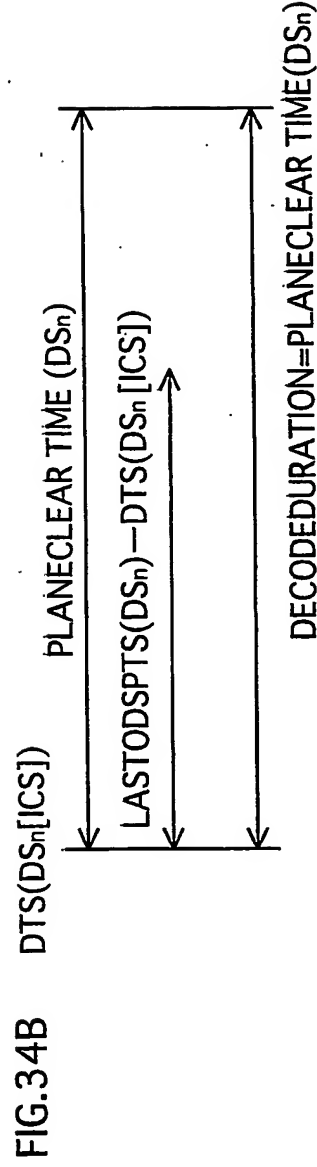


FIG.35A

Where :

$$\text{EFFECTTTD}(DS_n) = \text{ceil} \left( 90000 * \sum_{i=0}^{i < \text{ICS.PAGE}[0].\text{IN\_EFFECTS.number\_of\_windows}} \text{SIZE}(DS_n[\text{ICS}].\text{PAGE}[0].\text{IN\_EFFECTS.WINDOW}[i]) \right) / (128 * 10^6)$$

FIG.35B

$$\text{PAGEDEFAULTTDD}(DS_n) = \text{ceil} \left( 90000 * \sum_{i=0}^{i < \text{ICS.PAGE}[0].\text{number\_of\_button}} \left( \text{NBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{button}) - \text{NBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{default\_selected\_button\_id\_ref}) + \text{SBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{default\_selected\_button\_id\_ref}) \right) \right) / (128 * 10^6)$$

FIG.35C

$$\text{PAGENODEFAULTTDD}(DS_n) = \text{ceil} \left( 90000 * \sum_{i=0}^{i < \text{ICS.PAGE}[0].\text{number\_of\_button}} \left( \text{NBSIZE}(DS_n, DS_n[\text{ICS}].\text{PAGE}[0].\text{button}) + \text{BSIZE}(DS_n, \text{LRG}\{\text{button} : \text{button} \in DS_n[\text{ICS}].\text{PAGE}[0].\text{button}\}) - \text{NBSIZE}(DS_n, \text{LRG}\{\text{button} : \text{button} \in DS_n[\text{ICS}].\text{PAGE}[0].\text{button}\}) \right) \right) / (128 * 10^6)$$

FIG.36

$PTS(DS_n[ICS]) \geq DTS(DS_n[ICS]) + DECODEDURATION(DS_n) + TRANSFERDURATION(DS_n)$

Where :

- TRANSFERDURATION ( $DS_n$ ) is calculated as follows :
  - if (  $DS_n[ICS].PAGE[0].IN\_EFFECTS.number\_of\_effects \neq 0$  )
    - return EFFECTTD( $DS_n$ )
  - else if ( $DS_n[ICS].PAGE[0].default\_selected\_button\_id\_ref == 0xFFFF$  )
    - return PAGNODEFAULTTD( $DS_n$ )
  - else
    - return PAGEDEFAULTTD( $DS_n$ )

FIG. 37

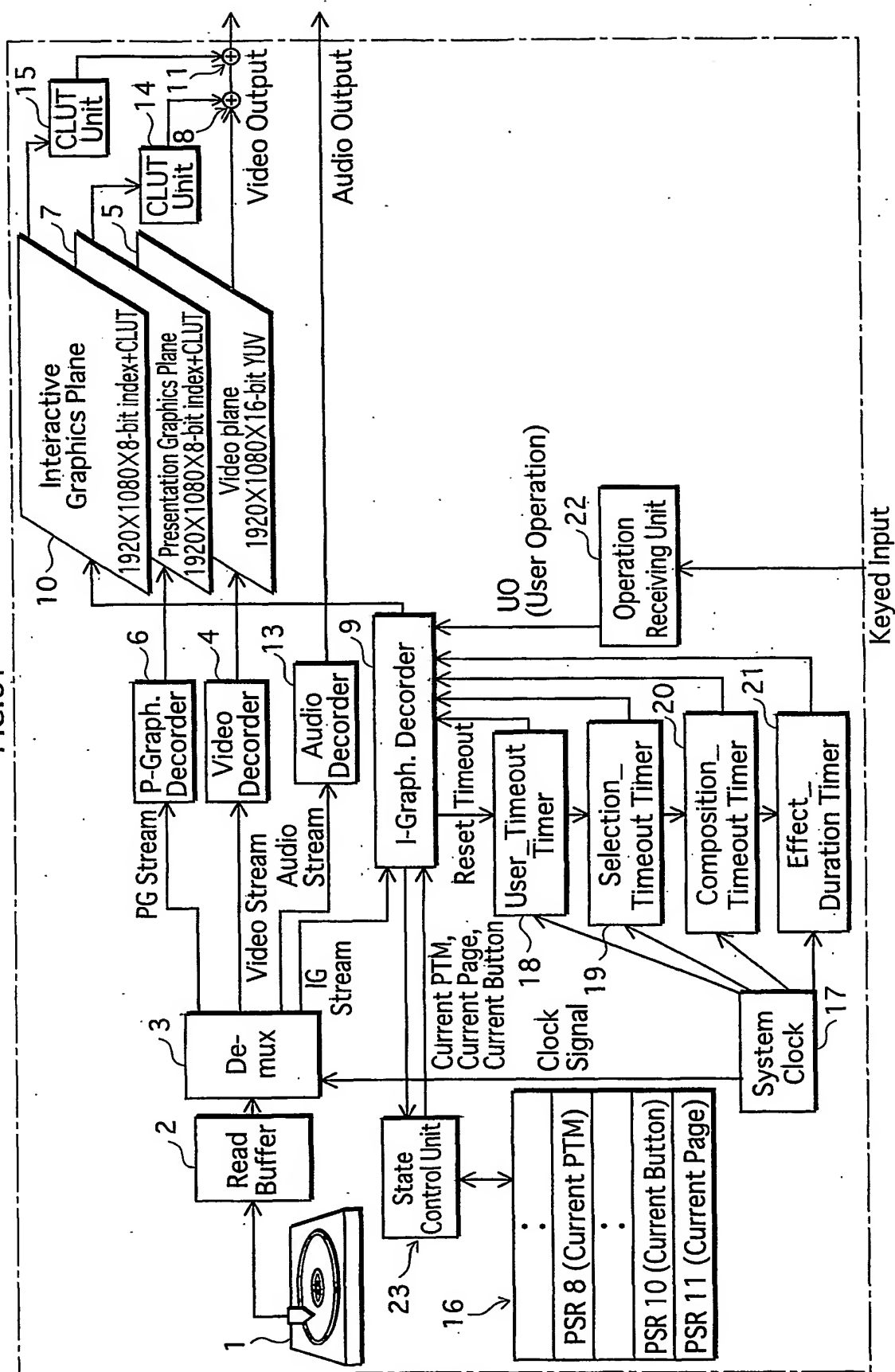


FIG.38A

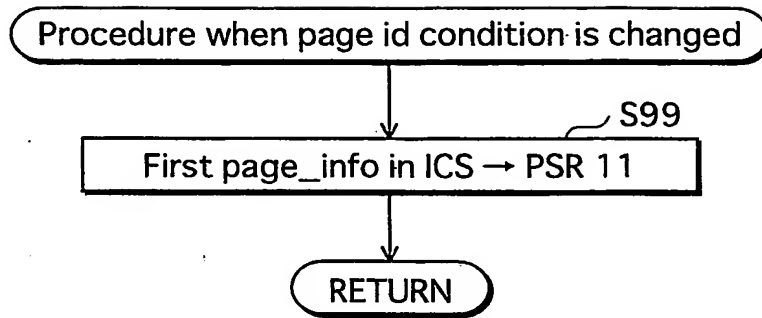


FIG.38B

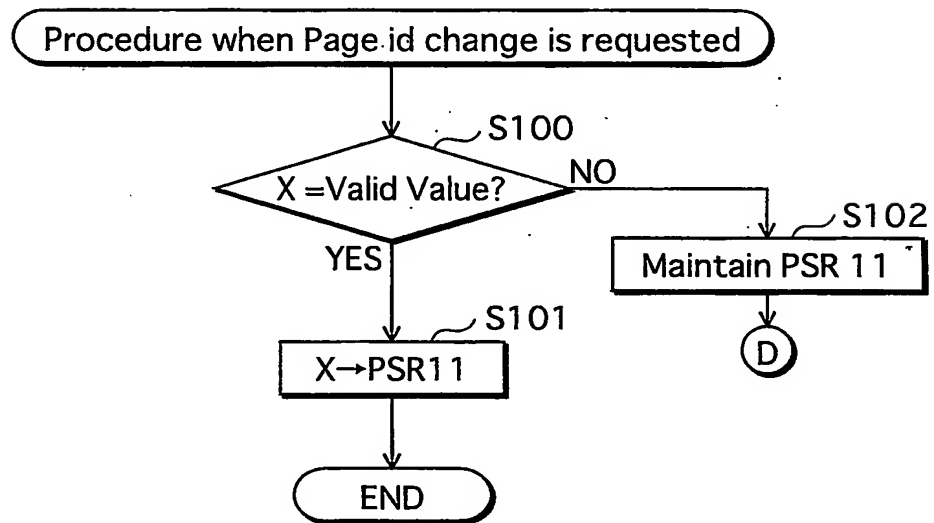


FIG.39A

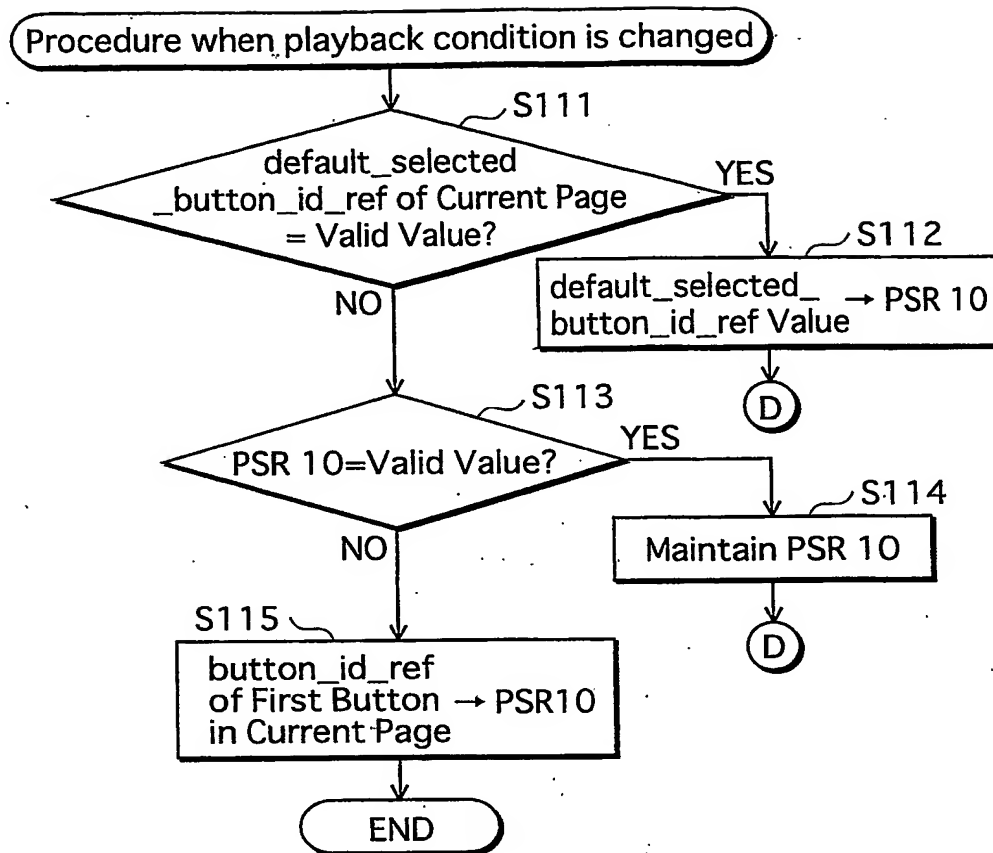


FIG.39B

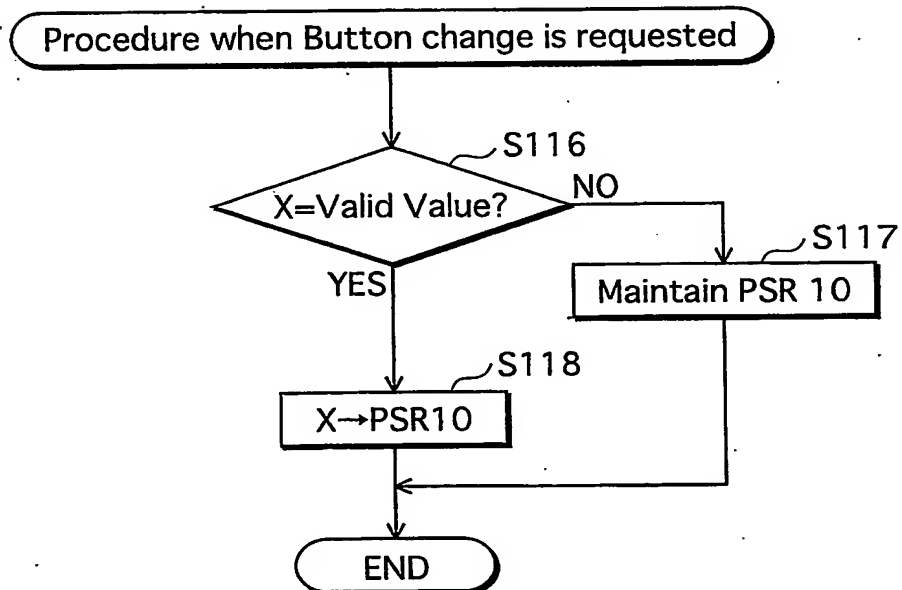
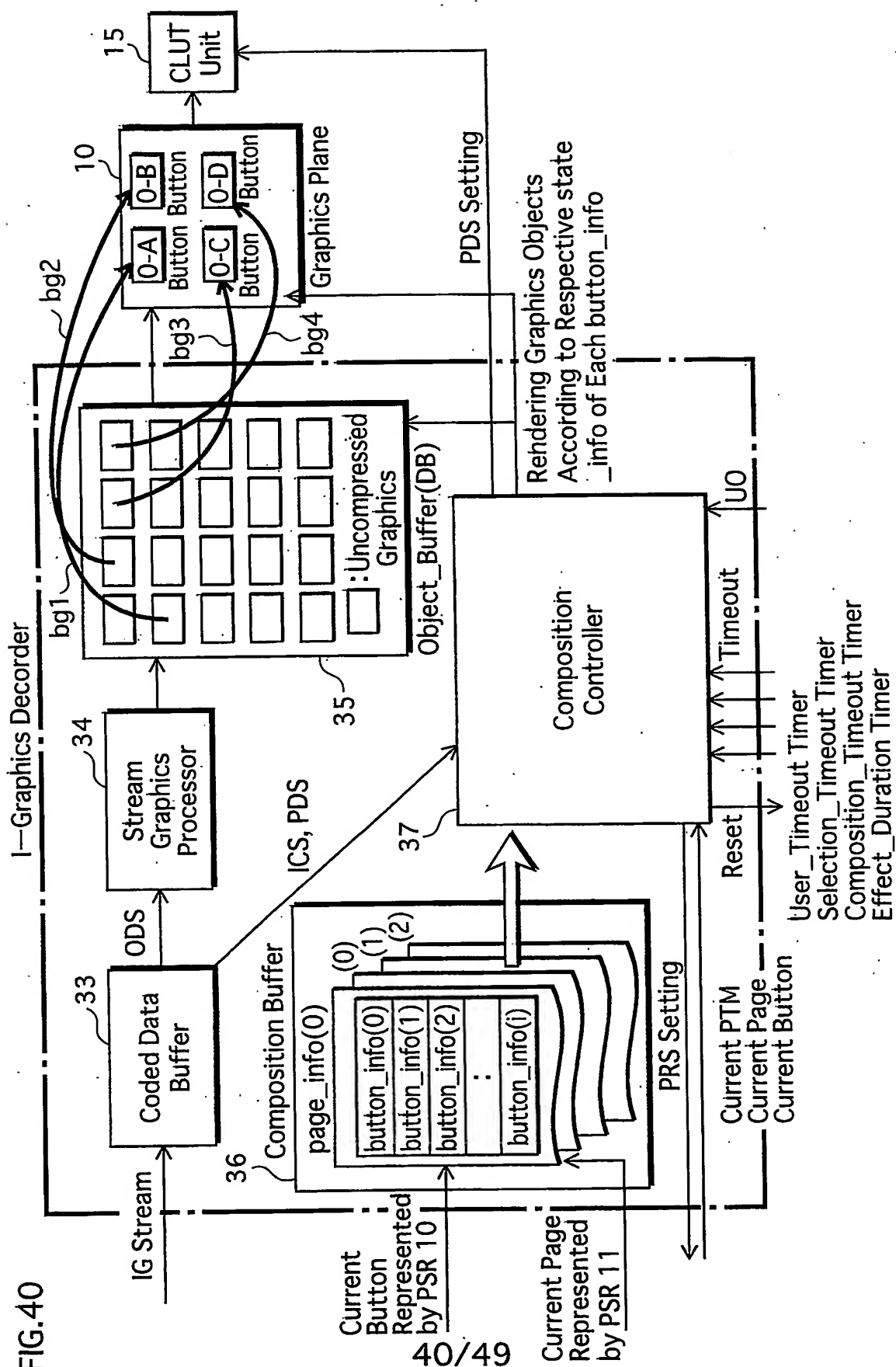


FIG. 40





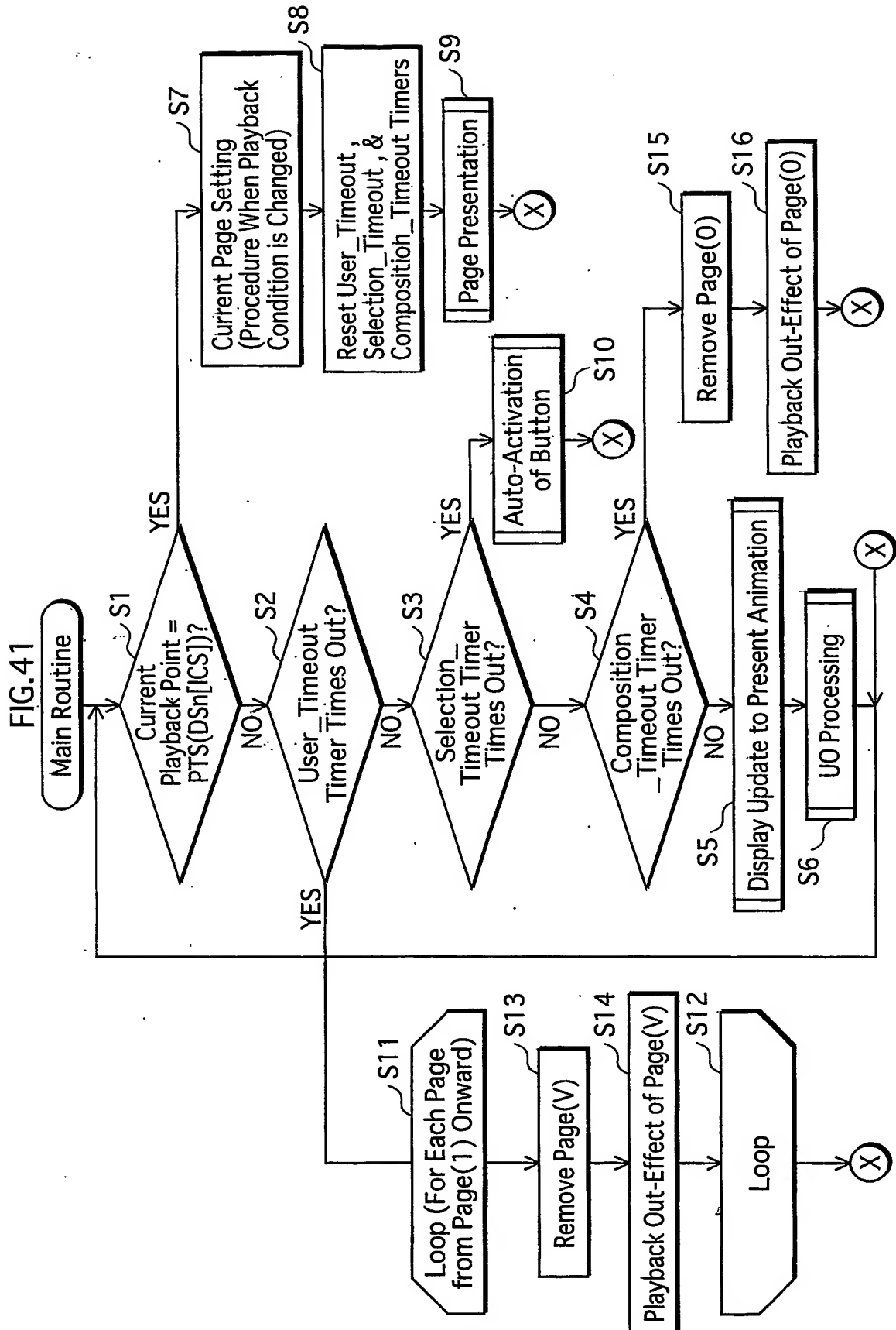


FIG.42

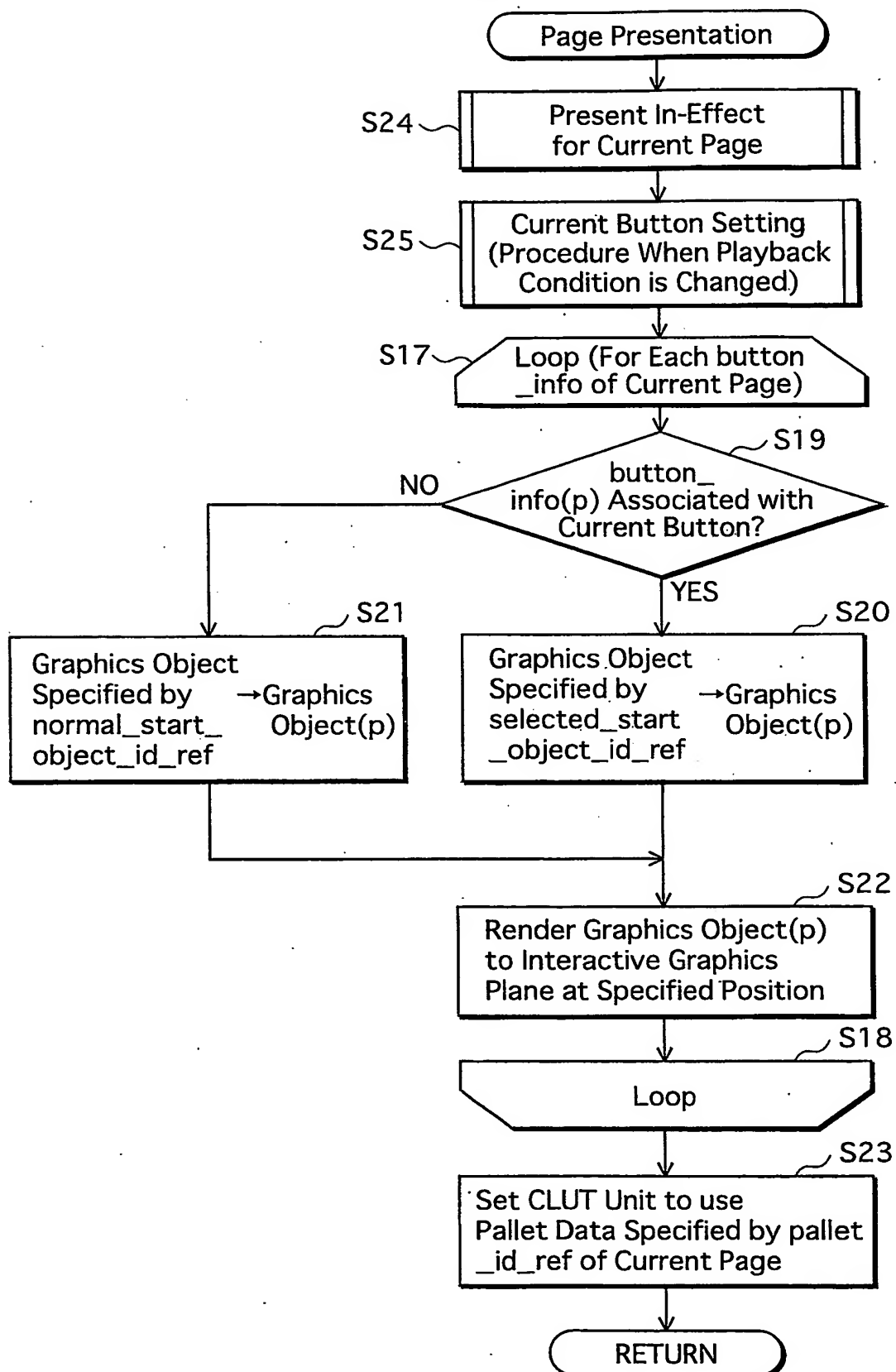


FIG.43

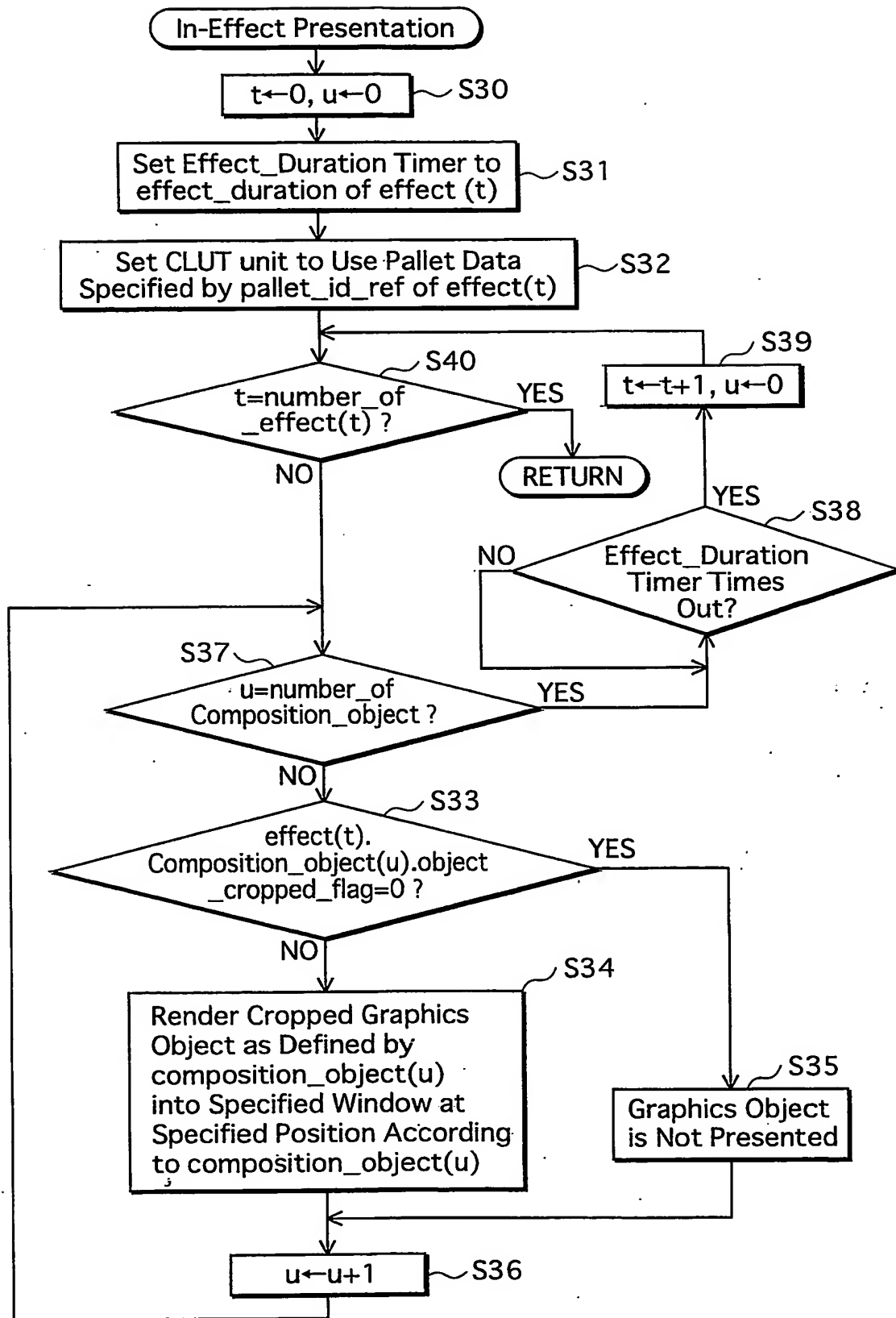


FIG.44

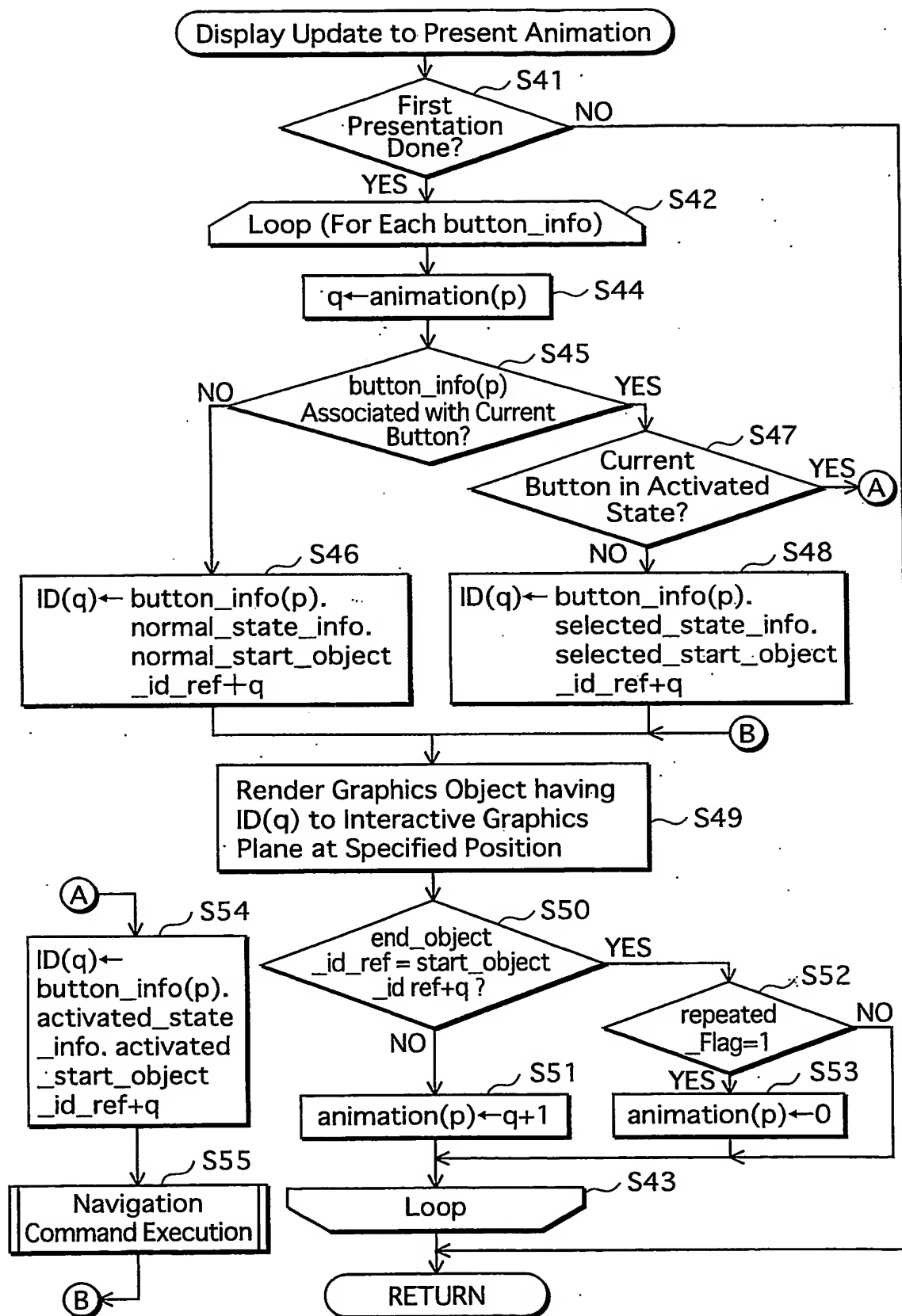


FIG.45

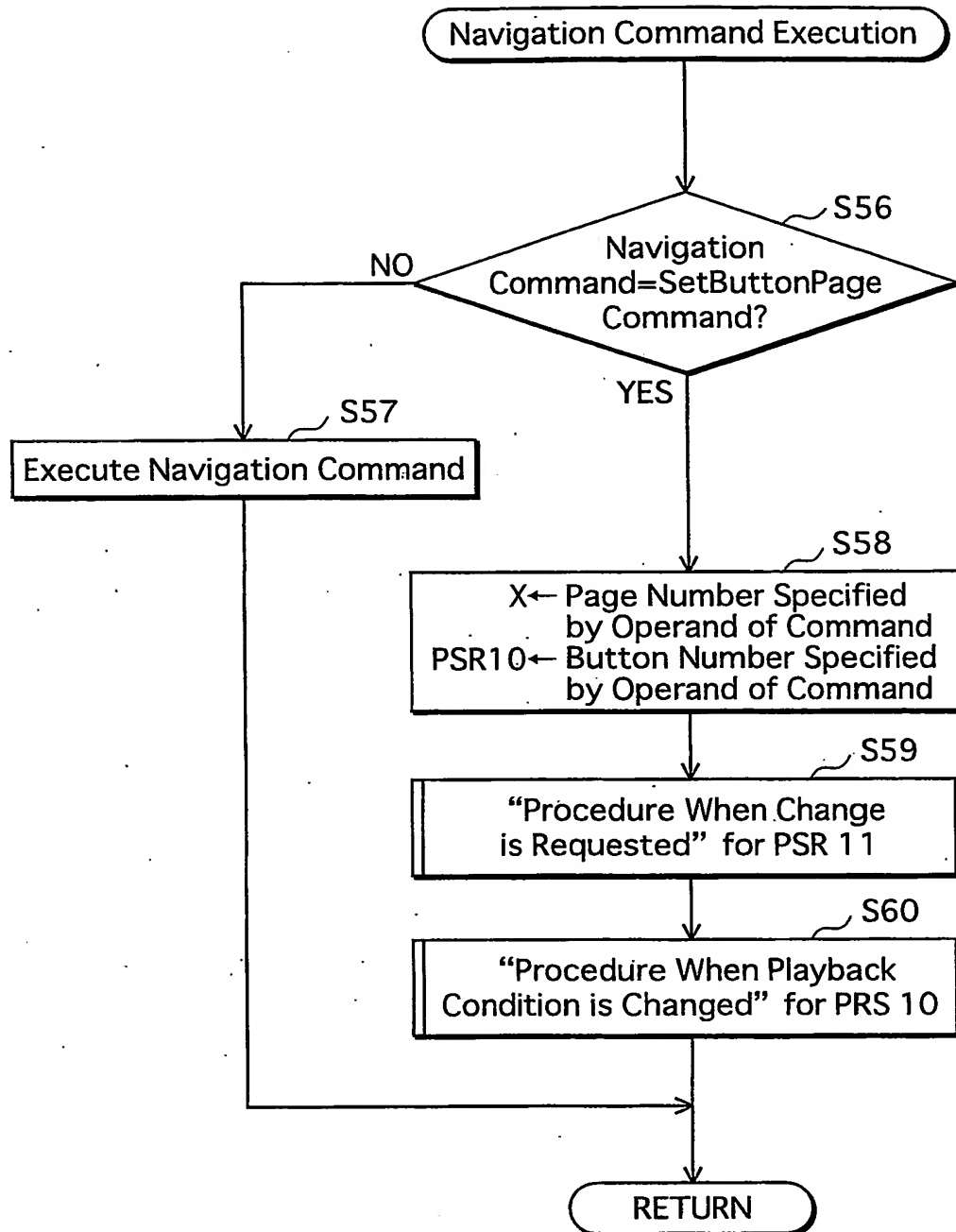


FIG. 46

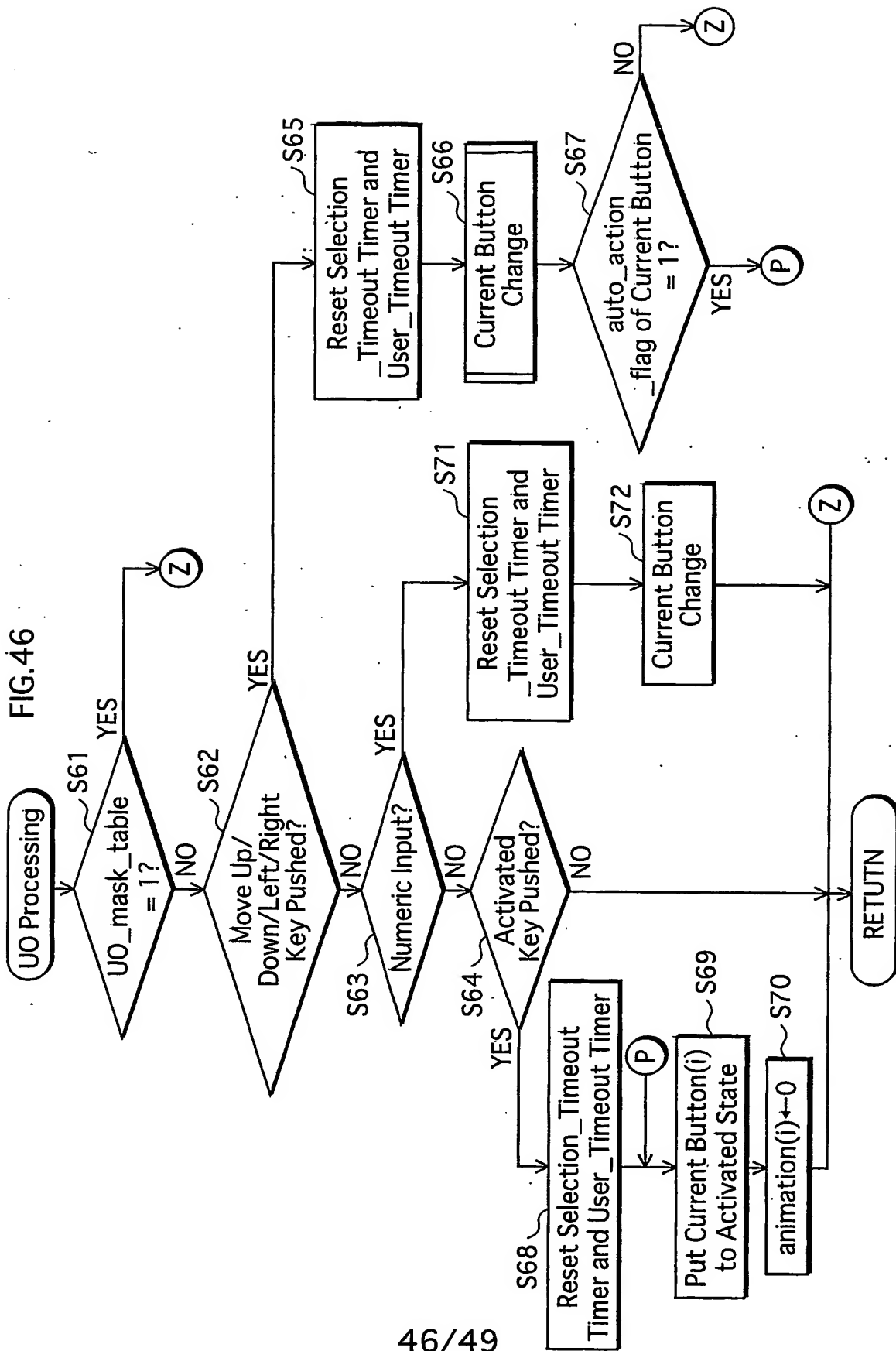


FIG.47

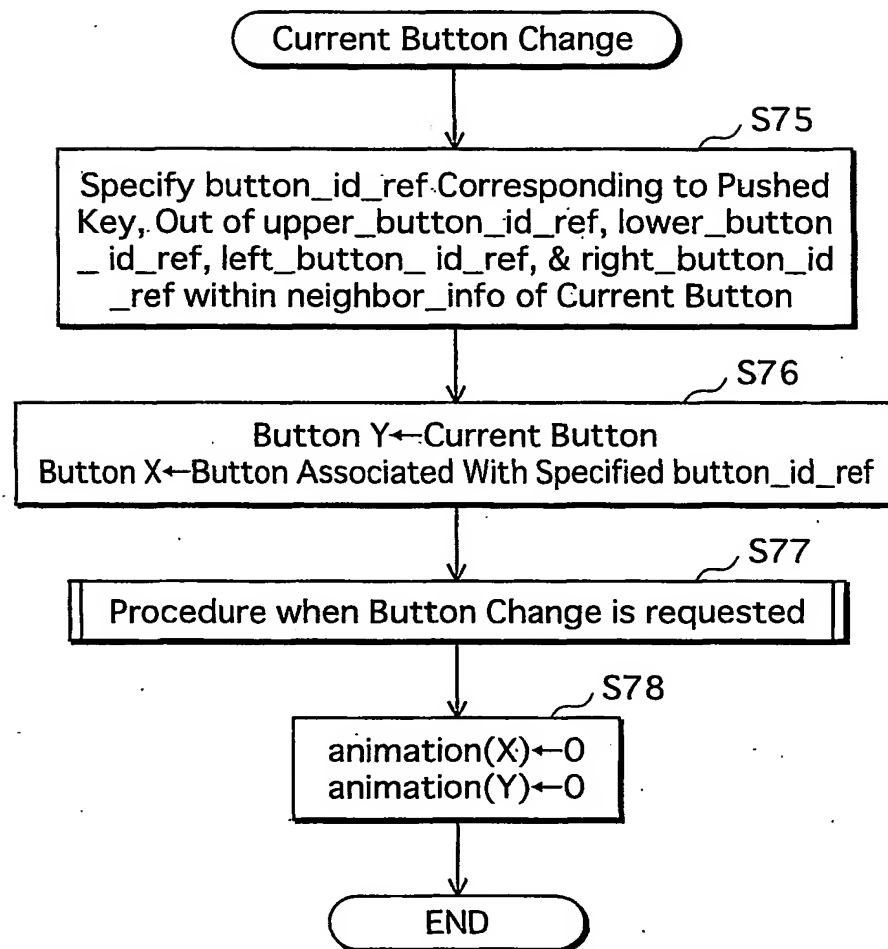


FIG.48

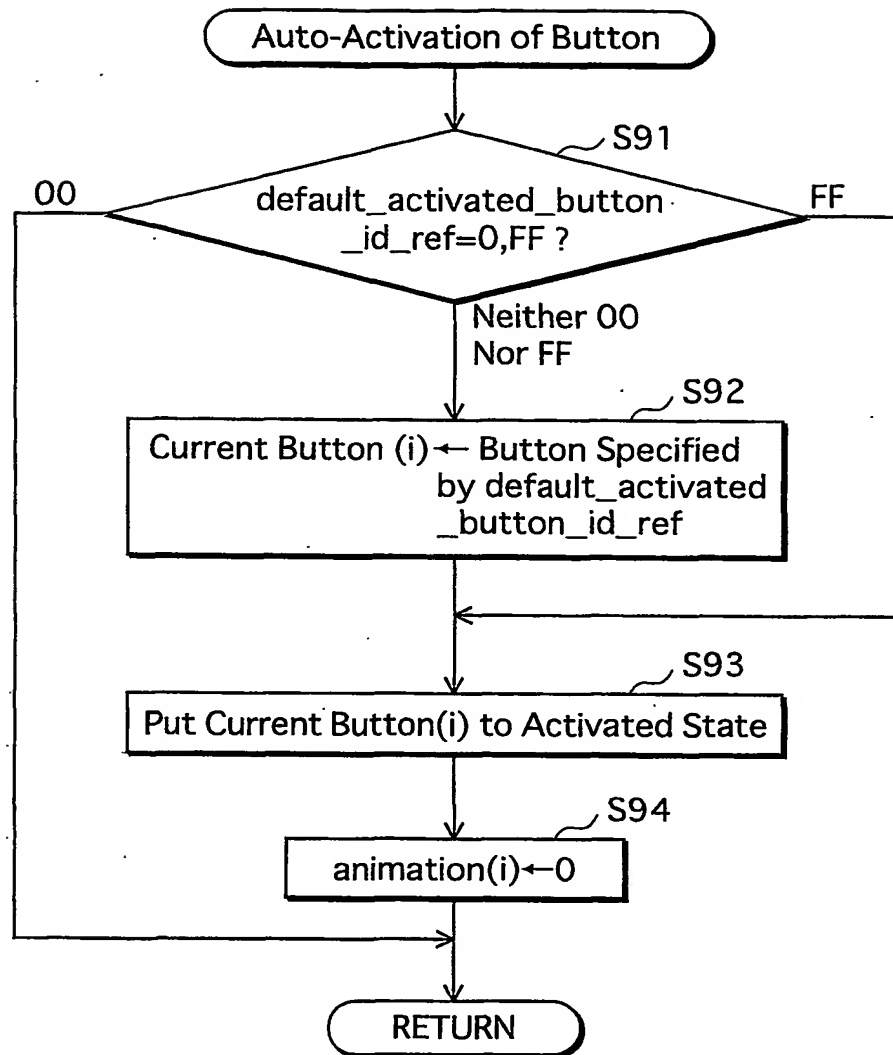




FIG.49

